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computer and video games

FIRST ALL-ACTION PICS

DEVIL MAY CRY 2

PS2's most stylish, violent gothic slasher gets a pumped-up sequel

XBOX LIVE

It's Online but does it work?

FULL HANDS-ON PLAYTEST

RESIDENT EVIL 0

Wanna know what happens after the train? Flick to page 30 now!

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ZELDA®

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WE GET HANDS-ON WITH THE GREATEST FIGHTER EVER

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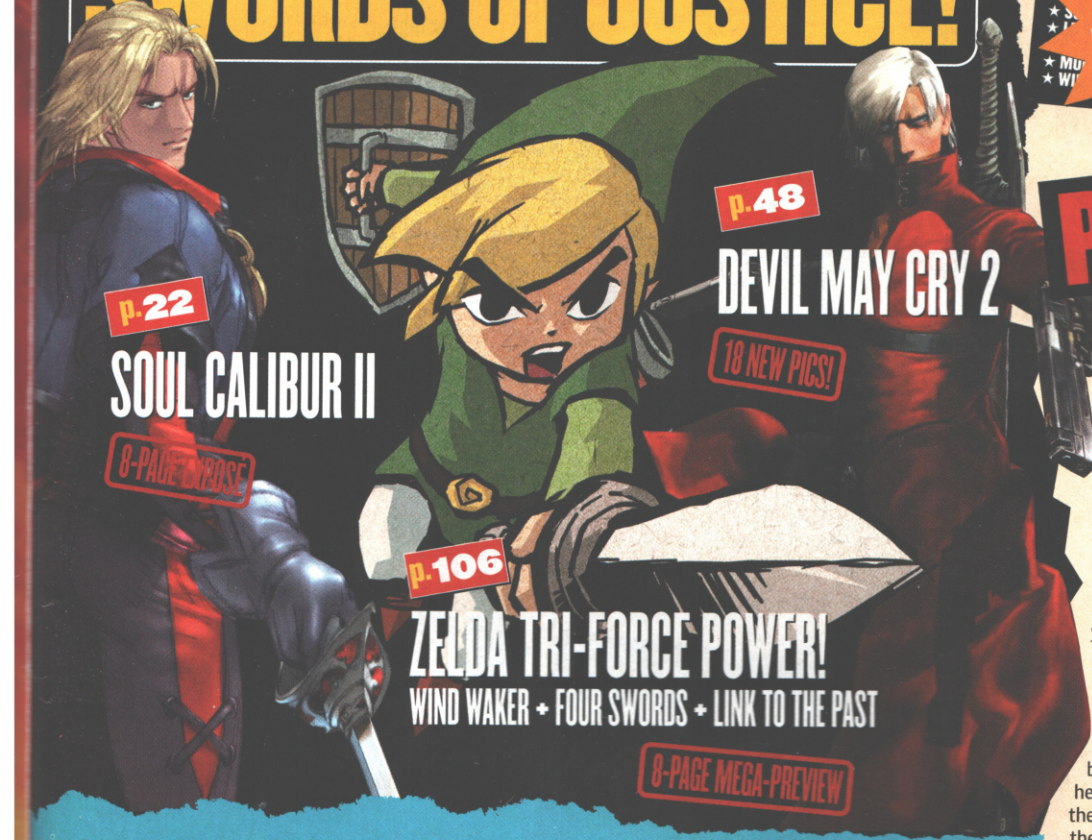
FREE! THIS ISSUE

★ TIPS BOOK! 100s OF VICE CITY AND SMACKDOWN! SECRETS

★ ZELDA: THE WIND WAKER AND ZONE OF THE ENDERS 2 POSTERS!

IN THIS ISSUE

SWORDS OF JUSTICE!



p.22 SOUL CALIBUR II — 8-PAGE EXPOSE

p.48 DEVIL MAY CRY 2 — 18 NEW PICS!

p.106 ZELDA TRI-FORCE POWER! — WIND WAKER + FOUR SWORDS + LINK TO THE PAST — 8-PAGE MEGA-PREVIEW

PROMISES PROMISES

Hands up who's made any New Year's resolutions? Hmmm, a few of you. Okay, hands up who hasn't broken them yet? Ahh, not so many now...

Luckily here at CVG we stick to our New Year's resolutions, and our promise to continually bring you the best stuff before any other mag starts right here. Take Soul Calibur II for example – we're the only magazine to get exclusive access to the game. I'm not talking 10 minutes down the arcades either – we've had one of the beasts in our office for weeks. We've played it for longer than anyone else which means we can give you the ultimate lowdown – and let you know what the PS2 version is going to be like.

Then there's Zelda. All of CVG has been playing the Japanese version like crazy. Our verdict? Absolutely stunning! Hell, even Cackman said it's the best game he's ever played so it's gotta be good. Flick to page 106 to find out more for yourself, and also see why the Zelda on Game Boy Advance is probably the best handheld game we've played... ever!

And all this stuff in the first couple of months of 2003 – looks like it's gonna be a gaming year to remember.

Enjoy the mag...

Editor

FEBRUARY'S BIGGEST GAMES RATED

MORTAL KOMBAT: DEADLY ALLIANCE

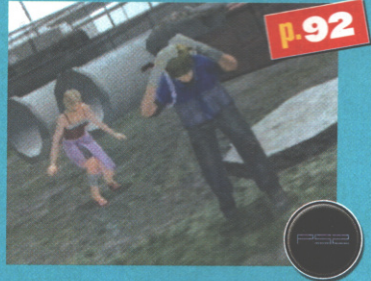
p.78

It's got the depth, it's got the gore, but can the legendary series cut it on next-gen? Find out!

SOS THE FINAL ESCAPE

p.92

Videogaming's take on the traditional disaster movie, only this time it's both original and highly enjoyable



THE SIMS

p.88

Tiny people are plotting to take over the world and eat our brains. Apparently

DEAD TO RIGHTS

p.82

Heavily tweaked for its European release, Namco's action-packed blockbuster is ready to rock your senses!

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OH, THE HORROR, THE HORROR

CVG penetrates deep, deep inside the nightmare. Be afraid, be very afraid

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INSIDE XBOX LIVE!

FIRST IMPRESSIONS

CVG's been busy kicking international butt online to tell you how the Live experience is shaping up

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POKÉMON UPDATE!

RUBY & SAPPHIRE

Dozens of new monsters and fascinating facts revealed in our ongoing Poké-bible!

MISSING IN ACTION QUIZ

YOU ARE THE MEKON OF VIDEOGAMES. PROVE IT!

Pit your gaming nous against our brain-frazzling quiz of doom!

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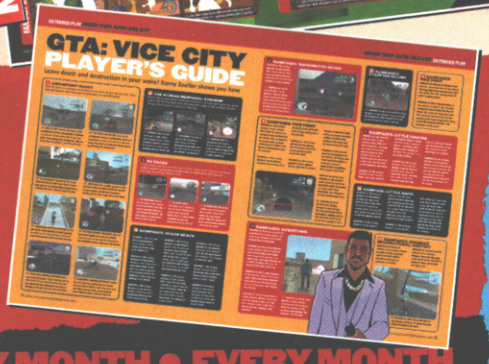

EXTENDED PLAY

THE GETAWAY p.70
Not 'ard enough for this tough gangsta game? This ought-a sort ya

GTA VICE CITY p.74
More secrets unearthed!

EVERY MONTH • EVERY MONTH • EVERY MONTH

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Sly Raccoon

HABITAT: THE SHADOWS
BEHAVIOUR: DEVIOUS. DARING. SLY.
IDENTIFICATION: NO CLEAR SIGHTINGS YET

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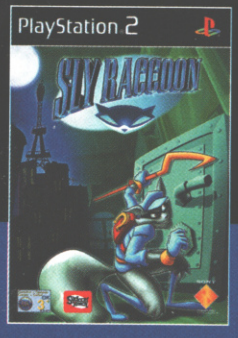

Sly Raccoon. Raised in the art of thieving. His mission. To reclaim his family's honour and their stolen book on the secrets of thievery. You'll use more mind than muscle to help him outsmart the law and outwit the bad guys. Bravery, deceit, cunning and stealth are his stock in trade. Once seen, never forgotten.

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PlayStation.2

STOP PRESS
JET SET RADIO OUT ON GBA THIS SPRING WITH FOUR-PLAYER BATTLE MODES ● RED FACTION 2 FOR GC & XBOX
ALONE IN THE DARK MOVIE DEAL SIGNED ● CRAZY TAXI: CATCH A RIDE APPEARS ON GBA MARCH 2003 IN US

PLANET CVG

THE HOTTEST GOSSIP FROM AROUND THE GLOBE

Virtua Fighter 4 EVOLUTION
VIRTUA FIGHTER 4

NEXT ISSUE
CVG now has a Virtua Fighter 4 Evolution arcade machine in the office, and will be bringing you an exclusive in-depth playtest and masses of quality new screens. Don't miss it!

OFFICIAL EVO STICK

An official arcade stick for Virtua Fighter 4 Evolution is being released in Japan for the PS2 version. But Sega has not yet disclosed whether it'll be launched in Europe as well

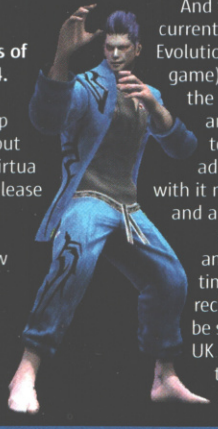
CONFIRMED FOR PS2

THE BEST OF THE BEST IS BACK, AND BADDER THAN EVER

Tekken no longer rules the roost when it comes to console brawlers! The tables have turned, and Akira and co have established themselves as the heavyweight beat 'em up champions of the world, thanks to Virtua Fighter 4.

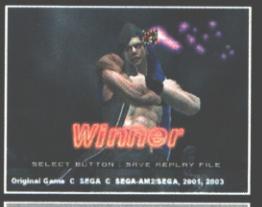
Tekken 4 just doesn't quite cut it alongside Sega's bad boy, and the gap between first and second place is about to widen further with the arrival of Virtua Fighter 4 Evolution on PS2, due for release in Japan on March 13!

Striking additions to this powerhouse sequel include an all-new Quest Mode, improved graphics and the arrival of two frightening new fighters with their wickedly unique styles: Goh Hinogami, a judo master, and Brad Burns, a kickboxing king. But as well as introducing fresh blood, the original VF4 combatants have each received a few new moves.



And there's more good news! Sega is currently working on a version B of VF4 Evolution (a slight modification of the same game), which aims to tweak and improve the existing fighting engine even further, and any modifications are guaranteed to appear in the PS2 version. In addition, VF4 Evolution on PS2 will bring with it many new collectable item rewards, and an improved Training section.

No European release date has been announced, but if the Japanese/European timescale is similar to that of VF4, CVG reckons it should be stomping onto UK shores before the end of the summer.



NEW MARIO FOR CUBE

YES, IT *IS* EVEN BETTER THAN SUNSHINE!

Nintendo legend, Shigeru Miyamoto, recently confirmed in the Japanese edition of Playboy magazine that Mario 128 (working title) is currently in development for GameCube. (Don't ask us what we're doing with a Japanese copy of Playboy!)

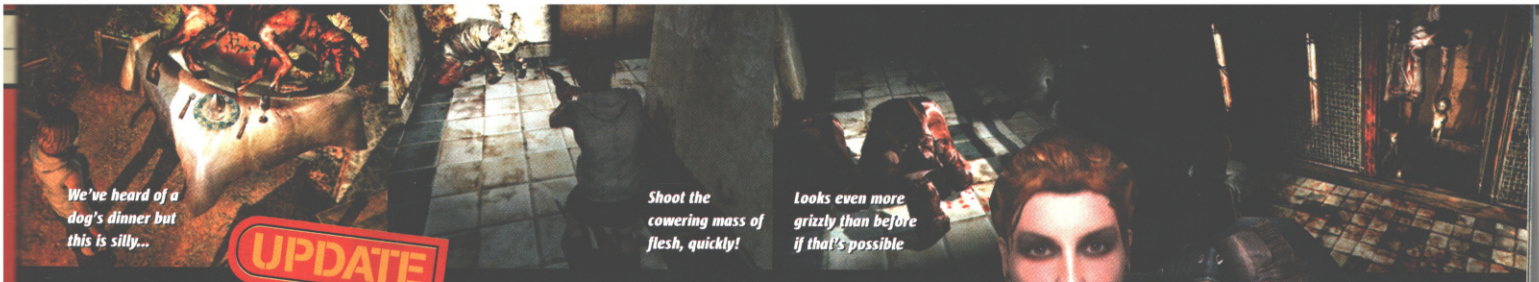
The gameplay is said to involve ideas featured in the old Mario 128 tech demo first shown back in 2001 – featuring hundreds of Marios running around a massive morphing surface. And during the course of his interview with the oriental jazz mag, Miyamoto stated that this follow-up would possess "a newness" that some critics had felt Super Mario Sunshine didn't deliver.

VICE CITY SEQUEL

HOLY MOLEY! MORE HELL-RAISING MAYHEM FROM GTA

Take 2 has announced its console line-up for 2003-4, and at the top of its list of upcoming games is the successor to what's become a global superstar, Grand Theft Auto: Vice City.

The sequel is planned for release some time in 2004, but Take 2 is remaining seriously tight-lipped about any other details. There'll be more in Planet CVG over the coming months!



We've heard of a dog's dinner but this is silly...

Shoot the cowering mass of flesh, quickly!

Looks even more grizzly than before if that's possible

UPDATE

Silent Hill 3

Try not to be sick as you gorge on this grisly batch of fresh screens from Konami's incoming spine-chiller

ANIMAL CROSSING 2: ONLINE

Nintendo still hasn't decided whether it's going to launch Animal Crossing in the UK, but it's already confirmed the sequel for Japan and the US, and it's going to be fully online.

No details have been announced, but the possibilities are huge! Live in a giant town full of hundreds of people from all over the globe. Forge real friendships, gain their trust, then become a dictator and devise plans for global domination. Create an army of maniacs, and travel the planet invading other towns and building an evil empire. Or just trade turnips with your next-door neighbour. The game is expected to launch in Japan and the US this Christmas.

METAL GEAR MAN GOES MENTAL

Hideo Kojima, creator and director of the Metal Gear series, went a bit bonkers with MGS2's crackpot storyline. But we were convinced he was just going through a nutty phase that would soon pass. Not so!

His latest venture is a vampire-slaying GBA game, called Bokura No Taiyou in Japan, which roughly translates as Our Sun. Okay, so that doesn't sound too crazy, but you haven't heard the loony bit yet. The game cartridge has a light sensing device built into it, which recognises when you're outside in real daylight. The idea being that you'll go outside and the cart will absorb the sun's rays, which will translate into energy in the game. Nuts!

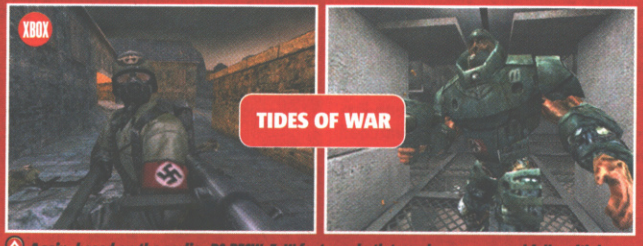
His main motivation for this title is to get gamers outdoors. Can someone fetch Mr Kojima his medication, please?

CRY WOLF!

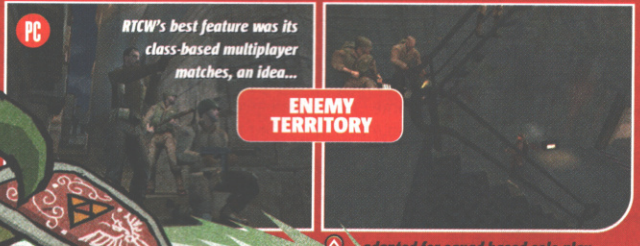
New Wolfenstein games for PS2, Xbox and PC were recently let out of their cages at a top-secret Activision event held in the Government's World War II war rooms.

CVG infiltrated, got hands-on, and then nicked a job-lot of stunning screens and fresh details on all three titles.

Building on PC classic Return To Castle Wolfenstein, PS2's version features a new agent and campaign, expanded story encompassing Egypt, and rewards for exploring and being stealthy



Again, based on the earlier PC RTCW, ToW features both two-player co-op and full multiplayer online support, plus new monsters, weapons and items, extra missions and tweaked AI



...adapted for squad-based solo play

WHAT A BONUS!

It's not long till you'll get the chance to play The Legend Of Zelda: The Wind Waker in English.

Nintendo has fixed the US release date for March 24, and also confirmed that the special Ura Zelda bonus disc will come free when The Wind Waker is pre-ordered from participating Stateside stores.

Gaze lovingly at the shiny gold packaging

"MY PRECIOUSSS..."

Paul Davies was the first here at CVG to receive his Japanese copy of The Wind Waker and the bonus disc.

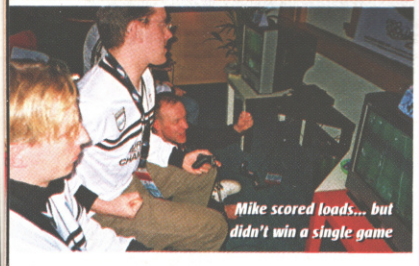
But was anyone else on the team allowed to play it? Nope. He wouldn't even let us hold the box! So we banished him to the CVG crypt, deep in the caverns beneath our offices.

NATIONAL PRO EVOLUTION SOCCER 2 CHAMPIONSHIP

GUTTED!

CVG PRO EVO CHAMP CRASHES OUT OF EUROPEAN TOURNAMENT

Nice shorts, ladies!


Mike scored loads... but didn't win a single game

David and Mike's chances went up in flames!

On December Konami flew 14 PES2 experts from the UK, France, Germany, Spain, Italy and beyond to Grindlewald, Switzerland, to compete in the first ever European Pro Evolution Soccer tournament, watched over by the programmers who'd flown in from Japan especially for the event.

Representing Britain were Londoner David Sefah (15), who'd won the CVG-sponsored National PES2 Championship (see last issue), and Mike Furby (31), from Guildford, who qualified through website PESfan (www.pesfan.com).

Mike revealed that he hardly ever plays against human opponents (d'oh!) and, after extensive practice sessions in the chilly ski resort, it soon became obvious that he would have a mountain to climb if he was to reach the final.

He got knocked out in the first round, finishing bottom of his group with two draws and four losses, but he put up a pretty good fight. "Some of the guys I was playing were excellent – I was very surprised by the quality," he said, "but I did okay, really."

And 'our' David? Well, the CVG National champ – who, like Mike, played as France – looked awesome in practice, when he lost just one of several dozen matches. He then got off to a great start, comfortably winning his first two games. In fact, his second opponent, from Germany, said after being roundly trounced: "They might as well give the trophy to him now!"

The final was... oh, who cares?

But then, a shock. He lost his third game 2-1... to an Italian he'd beaten five times in practice! David, who had been supremely calm in the regional and national finals, won his next three games to finish top of the group, but was getting nervous.

His quarter-final also went badly: his French opponent, who was playing as Italy, scored from a corner with a spectacular over-head kick from Maldini. David had all the possession and nine shots on goal, but couldn't get one back. It was all over. Arrrrrgh! What happened?

"I wasn't keeping the ball, passes weren't finding players," said David, clearly distraught. "I was all over the guy but I just couldn't get one back. I'm really angry with myself. I should've won it."

Concentrate, David, concentrate!

And the tournament winner? Another French guy called El Ouali... whom David had beaten 3-2 back in the group stage. Grrr!

There was some consolation for David, though. A couple of days after he and his brother had enjoyed an all-expenses-paid weekend in Switzerland courtesy of Konami, he raided the Oxford Street branch of GAME and chose £1000-worth of hardware and software – part of his prize for winning the UK compo. Jealous? You'd better enter CVG tournaments in future, then!

David beating a German guy. Yeeeeees!

Italy, France and Germany won. Sound familiar?

David got to choose £1000 of stuff from GAME. Nice!

PRO EVO 3!

The Pro Evo programmers were keen to hear what players wanted in the next version of the game, and revealed a little of what we can expect in PES3...

- It's not definite, but Pro Evolution Soccer 3 is likely to be released in Europe some time at the end of 2003.
- Player name licensing and improving the quality of the commentary are very high on the list of Konami's priorities. Phew!
- We can expect to see a brand new graphic engine, more player-specific animations, improved AI (especially for defenders and set pieces), an upgraded Master League and other new features.
- Network support is being researched but online play in PES3 isn't a certainty – Konami wants to make sure it works well before implementing it.
- Konami can't confirm that PES3 will be a PS2 exclusive – so we may see it on other platforms yet!

CVG CHARTS

Charts, charts, charts! Oh, and some more charts

CVG MOST WANTED

1. THE LEGEND OF ZELDA: THE WIND WAKER (GC)
Mike: "Only played it for two hours so far, but it already feels like the best game ever made!"

2. SOUL CALIBUR II (PS2, GC, XBOX)
Paul: "It really is as beautiful as it is brilliant. Thank you, Namco!"

3. POKÉMON RUBY AND SAPPHIRE (GBA)
Lee: "I curse my limited brain for not knowing Japanese. Life is cruel!"

4. DOOM III (PC, XBOX)
Pete: "An amazing FPS experience on PC without broadband? Bring it on!"

5. ENTER THE MATRIX (PS2, XBOX, GC, PC)
Alex: "Super-cool sci-fi shooter with a whole lot to live up to"

READER'S MOST WANTED

Greg Pollard's getting himself in a spin over these potential beauties. Woah there, Greg!

1. FINAL FANTASY XII (PS2)
"I have a burning ambition to own every version!"

2. PHANTASY STAR ONLINE (GC)
"More monster-slaying mayhem!"

3. GRANDIA EXTREME (PS2)
"Grandia 2 was a brilliant game with a twisting plot so this has a lot to live up to"

4. GOLDEN SUN: THE LOST AGE (GBA)
"Will this be as addictive as the original?"

5. GUNDAM ZEONIC (PS2)
"I've always liked the Gundam TV series and I try to keep track of all the new games"

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES
TO GET YOUR ROCKS OFF TO. (KIDDIES, PLEASE LOOK AWAY)

1. BMX XXX (PS2, GC, XBOX, GBA)
For a gratuitous bit of titty, and unlockable movies of slutty lap dancers shaking their wobbly bits

2. DOA XTREME BEACH VOLLEYBALL (XBOX)
The connoisseur's choice! So much effort has been put into getting the booby physics just right...

3. THE GETAWAY (PS2)
More lap dancing lovelies to gawp at. Shame the rest of the game is about as sexy as having your happy sac squished in a vice!

4. TOMB RAIDER: THE ANGEL OF DARKNESS (PS2, PC)
Lara doesn't need to get all her kit off to get you in the mood. That tight T-shirt, those gun holster garters... ahhh. OOPS! Sorry, we've had a little accident. Back in a minute!

5. DUKE NUKEM 3D (PC)
Sleazy peep-show antics! There's nothing classy about this one. You'll come out the other side feeling soiled, so on your head be it.

GAME MULTI-FORMAT TOP SELLERS

1	Grand Theft Auto: Vice City	PS2
2	Harry Potter: COS	PS2, PS, PC, GBA
3	FIFA 2003	PS2, XB, PC, PS. GC
4	James Bond 007: NightFire	PC, XB, PS2, GC
5	Lord Of The Rings: The Two Towers	PS2, GBA
6	Tom Clancy's Splinter Cell	XB
7	Tony Hawk's Pro Skater 4	XB, GC, PS, PS2
8	WWE: SmackDown! Shut Your Mouth	PS2
9	WRC II Extreme	PS2
10	Pro Evolution Soccer 2	PS2, PS

RELEASE DATES

PC	Sim City 4 PC	Jan 17
GC/GBA	Micro Machines	Jan 17
Xbox	Furious Karting	Jan 24
PS2	Sly Raccoon	Jan 24
GC	Blood Omen 2	Jan 24
PS2	Ape Escape 2	Jan 31
GC/Xbox	Fire Blade	Jan 31
PS2	Battle Engine Aquila	Feb 6
Xbox	Battle Engine Aquila	Feb 7
PC	Grom	Feb 7
Xbox	Racing Evoluzione	Feb 7
PC	BattleField 1942: Road To Rome	Feb 7
PS2	Everblue 2	Feb 7
GC	Monopoly Party	Feb 7
PC	Unreal 2: The Awakening	Feb 7
PS2	Treasure Planet	Feb 7
GC	Star Wars: Bounty Hunter	Feb 7
Ps2	Star Wars: Clone Wars	Feb 7
PS2/Xbox/GBA/GC	Mortal Kombat: Deadly Alliance	Feb 14
PC	C&C Generals	Feb 14
PC	American Conquest	Feb 14
Xbox	Dead To Rights	Feb 14
PC	The Sims Online	Feb 14
GBA	The Invincible Iron Man	Feb 14
PS2	Contra: Shattered Soldier	Feb 14
PC	The Sims PS2	Feb 21
PS2	Evolution Skateboarding	Feb 21
Xbox/GC/PS2	Dakar 2	Feb 21
Xbox	House Of The Dead 3	Feb 21
PC	Soldier Of Fortune 2: Gold Edition	Feb 21
PC	Tom Clancy's Rainbow Six 3: Raven Shield	Feb 21
GC	Pac-Man World 2 NGC	Feb 28
PS2/ GBA	Frogger classic	feb 28
PS2	Bomberman Kart	Feb 28
GC	Phantasy Star Online	Feb
PS2	Hardware Network Technology	Feb
PS2	Primal	Feb
PS2/PC	Lara Croft Tomb Raider: Angel Of Darkness	Feb
PC	Championship Manager 4	Feb
PC	Praetorians	Feb
PC	Shadow Of Memories	Feb
PS2/PC	Silent Hill 2: Director's Cut	Feb
GBA	Pinobi And Phoebe	Feb
PSone	Pinobi	Feb
GC/Xbox	Sega Sports NBA 2K3	Feb
GC	Super Monkey Ball 2	Feb
GBA	Super Monkey Ball Junior	Feb
PS2/Xbox/GC	ATV: Quad Power Racing 2	Feb
Xbox/PC	Metal Gear Solid 2: Substance	Feb
GC/PS2	BattleBots	Feb
Xbox/PS2	Dark Angel	Feb
PC	Impossible Creatures	Feb
GBA	Crash Bandicoot 2	Feb
GC/PS2	WhirlTour	Feb
GBA	Pinball Of The Dead	Feb
PC/Xbox	World Racing	Mar
GC	Resident Evil 0	Mar 7
Xbox	Capcom Vs SNK 2: EO	Mar 7
PC	Anno 1503	Mar 7
PS2	Tenchu: Wrath Of Heaven	Mar 7
GBA/PS2/Xbox/GC	Wakeboarding Unleashed	Mar 7
Xbox/PS2/GBA	Doctor Muto	Mar 14
PS2	Def Jam Vendetta PS2	Mar 4
Xbox/PS2/GC	Defender	Mar 14
PS2	The Mark Of Kri	Mar 19
PC	Medieval Total War: Viking Invasion	Mar 21
PS2	Devil May Cry 2	Mar28
PC	Star Trek Elite Force 2	Mar 28
GBA/PS2	Robocop	Mar
PS2	War Of The Monsters	Mar
GC	Metroid Prime	Mar
Xbox	Panzer Dragoon Orta	Mar
GC	Men In Black 2	Mar
GBA	Phantasy Star Chronicles	Mar
PS2	ZOE 2	Mar
PS2	Pride FC	Mar

RELEASE DATES SUBJECT TO CHANGE

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9. Voucher applies to software and accessories across all formats.

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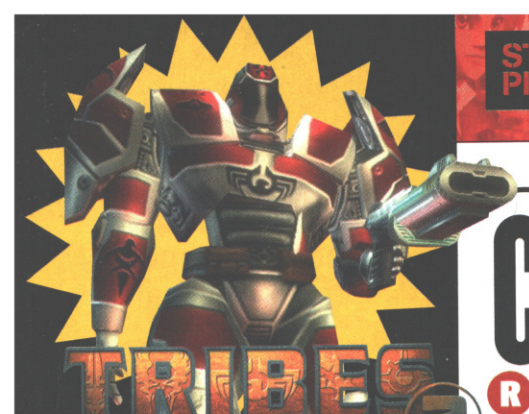


TRIBES 3 UNCOVERED!

Tribes 3 is coming! Alex Rodberg of Sierra has confirmed the rumours which have been clogging up forums on the tribalwar.com website by stating, "The next Tribes game has got the green light." So there you go!

CVG's very own first-person-shooter monster, Pete, once coveted a world ranking of 800 in Tribes 2. Since hearing the news that a third instalment is in the pipeline, he's been wreaking Spinfusor havoc 12 hours a day, seven days a week. It's all part of a desperate bid to clinch that coveted 799th spot when Tribes 3 goes online. Bless.

As yet no screenshots or gameplay details have been released, but we'll keep you posted on all of the latest developments as soon as they surface.

UPDATE

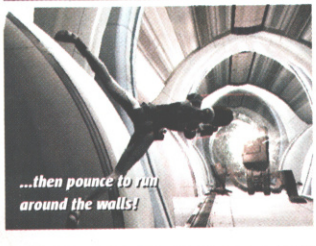
CAPCOM KILLERS

Resident Evil 4 isn't Capcom's only upcoming GameCube exclusive that'll tear your nerves and your mind to shreds. Killer 7, P.N. 03 and Viewtiful Joe are every bit as deadly!

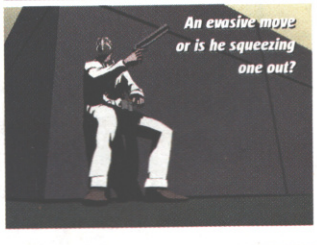
Killer 7 is an ultra-violent, blood-drenched adventure involving assassins, that's certain to leave you thrilled and chilled. P.N. 03 sees you slipping into the tight curve-hugging suit of a vicious gun-loving mercenary, with all the killing prowess of a panther and the sort of stealthy manoeuvres that would put Solid Snake and Sam from Splinter Cell to shame! And Viewtiful Joe will roast your brain and wreck your thumbs with its manic side-scrolling beat 'em up mayhem.

All three newcomers will hit GC later this year. Feast your eyes on the latest luscious screens for now.

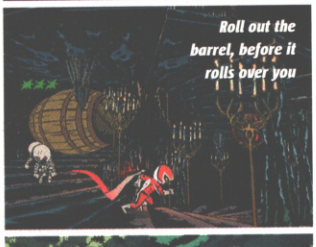
P.N. 03

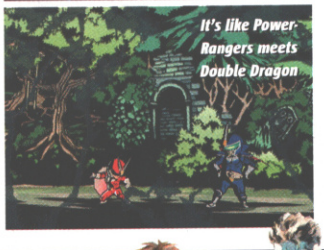


KILLER 7



VIEWTIFUL JOE





Hot Shots

SIZZLING NUGGETS OF NEWS

FELLOWSHIP OF THE FORMATS

Lord Of The Rings: The Two Towers wants to become the one game to rule them all, coming to Cube and Xbox on February 28. And by the look of it, both versions will be every bit as gorgeous as their PS2 cousin.

26... 48... HUT, HUT, HUT!

Sega's NFL 2K3 is preparing for war on PS2, Xbox and GameCube. The heavyweight hard-hitter body-checks its way into UK stores on April 4, and will feature fully updated rosters, an all-new Franchise Mode and improved play-calling. Whoopee!

VEGAS BABY, VEGAS!

Are you a lowlife degenerate gambler? No, good! Here's your chance to get to work – Vegas: Make It Big is a casino management game for PC, and will be high-rolling your way this June.

THE SHINING

The Japanese-developed 'Shining' RPGs have always been super-popular and respected. Now the series is coming to GBA in the form of Shining Soul, due here at the end of February.

WIN FREE GAMES FOR SIX MONTHS!

loan-gamer

Get access to all the games you have ever wanted to play

CVG has teamed up with Loan-gamer.co.uk, Britain's first online games rental company, to give away three six-month Unlimited Games Rental memberships. How swish is that?

This will enable you to cane all the latest PlayStation 2, Xbox, GameCube and PC games without spending a penny. The brand new Unlimited Games Rentals service means you can rent as many games as you want and keep them for as long as you want (there are no late fees). And they even deliver to your door for free!

Just send us the answer to this total no-brainer, and you'll be in the running for this awesome prize:

What is the name of the hero who features in The Legend Of Zelda games?

■ A. Link ■ B. Chain ■ C. Hoop ■ D. Ring

Send your answers on a postcard to: Loan Gamer compo, CVG, 30 Cleveland Street, London, W1T 4JD (deadline 12 February 2003). Check out www.loan-gamer.co.uk or call 08454 58 58 85 for more info.

EXCLUSIVE

PRO EVO 3: NEW DETAILS!

CVG interviews the Pro Evo masterminds to get the latest

This month CVG hooked up with the director and executive producer of Pro Evo 2, and talked balls for half an hour... and about Pro Evo 3 of course!

■ **CVG: Can we expect a major upgrade for PES3?**
■ **Seabass (director)**: The core gameplay will remain the same. However, I have a couple of concepts I want to accomplish in terms of gameplay. One is the one-on-one battle between defender and attacker – I want to deepen this point as much as possible. At the end of the day, we hope it will feel like a different experience, although the core game remains the same.

Things I would like to do from scratch are create new motion-capture sessions and new moves. Another point is that in the past we've tried to cram in everything in the allotted time, without leaving time to actually balance and tweak the game. Therefore, this time we're planning to finish up as quickly as possible to allow more time to adjust the game's balance, by playing it within the team.

■ **CVG: Are there any other features in competitors' games that you would like to include in the PES series?**
■ **Seabass:** My personal feeling is that the detail of players is lacking when compared with FIFA. Secondly, individual moves such as Beckham's free kick, we have, but our competitor has more variety. Thirdly, the atmospheric sense you get in PES is weak compared to other titles, so they are my main areas of focus... [Pauses] Also, commentary is another area... [Laughs] In terms of licence, we feel we need to obtain one other than just FIFPro, and I've already raised awareness in Konami that we should aggressively pursue others. If we lack these two points, I'm aware our sales will drop, so it's very important.

■ **CVG: Are you able to guarantee the inclusion of online play for PES3?**
■ **Inamoto (exec producer):** I'm sorry to say we can't guarantee the online option for PES3... If the network is there, we'll definitely do it, but there's still much research to be done and we'll see how successfully SCEE launches its plans.

■ **CVG: Can you confirm that PES3 will be a PlayStation 2 exclusive?**
■ **Inamoto:** I can't say right now!

PLAYBOY: THE GAME

It won't be here until 2004, but Playboy Enterprises has announced its first videogame spin-off, featuring the fittest and classiest topless glamour girls in the world. Yes!

The sexy sim-like adventure is coming to PS2, Xbox and PC, and forces you to hang out with world-class totty as you try to build a global Playboy empire. It's a dirty job, but somebody's got to do it.

OOPS! Okay, we messed up! In last month's huge Class Of 2003 preview, the pic of Solid Snake should have been accompanied by the following copyright line: **© 1987 2003 Konami Computer Entertainment Japan. Sorry, Konami, it will never happen again – the bloke responsible has been locked in the broom cupboard and forced to play GBA without a torch.**

XBOX 2 = X-SMALL

Today's Xbox is something of a handful!

Come 2005, you'll be able to fit Xbox 2 in your pocket

Microsoft honcho, Hirohisa Ohura, recently revealed that the design of Xbox 2 will look similar to the current console, but the new machine will be smaller!

Who knows, you might even be able to get the new machine home without the aid of a forklift truck. Which would be handy. Ohura also confirmed that Xbox 2 would definitely be released in 2005. Not *too* long to wait, we suppose...

WIN SIGNED BLINX POSTERS

No, they're not signed by random tramps we met on the street! CVG is giving away THREE genuine limited edition posters signed by the creators of Xbox's feline. Just answer this simple question to be in with a chance of winning:

Blinx's funny vacuum-cleaner-type weapon is called a...?
■ A. Time Splitter ■ B. Time Sweeper ■ C. Time Keeper ■ D. Time Bandit

Send your answers on a postcard to: Gimme a signed Blinx poster!, CVG, 30 Cleveland Street, London, W1T 4JD (deadline for entries 12 February 2003)

THUNDERSTRUCK!

A Sound Of Thunder is warping onto PS2 and Xbox this summer. It's AD 2038, and time-travel is all the rage. But as with most crazy inventions, something inevitably goes wrong.

In this case, a bizarre cult has decided to destroy the current timeline, by wreaking havoc in a prehistoric past. Typical! Who's got to grab the situation by the horns, and put things straight? You guessed it!

Your adventure will see you solving time-affected puzzles, fighting giant mutated beasts and going ballistic with bizarre time-bending weapons. More on this dynamic time-twisting quest soon.

1 *Trap enemies in frozen bubbles of time with your Time Freeze Disruptor weapon*

2 *Cornered! Blasting your way out of tight spots isn't a problem when you're armed with a Vulcan Canon. "Damn, where did I put it?"*

3 *The game is being created by Computer Artworks, the guys behind The Thing, so it has little excuse not to be great*

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TURN THE LIGHTS OUT AND PRETEND IT'S THE END OF THE MOVIE

EDITOR.....ALEX SIMMONS
DEPUTY EDITOR.....PETER WALKER
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PRODUCTION EDITOR.....GEORGINA KYRIACOU
CONTRIBUTING EDITOR.....PAUL DAVIES

ART DIRECTOR.....PHIL CLARK
ONLINE EDITOR.....GARETH RAMSAY
ONLINE SECTION EDITOR.....JOHNNY MINKLEY

CONTRIBUTORS
(WORDS) BARNY ZOELLER, WARREN CHRISMAS, DEAN SCOTT, MAURA SUTTON, JOFF BROWN, ALEX HUHTALA
(DESIGN) MIKE NEWSON
(SUBBING) ROSANNA NEGROTTI

■ **CVG EDITORIAL** 020 7907 6565 (FAX: 6566)
■ **EXISTING SUBSCRIBER ENQUIRIES** 01454 642443 OR CVG@CISUBS.CO.UK
■ **ONLINE SUBSCRIBER SERVICE** WWW.SUBSINFO.CO.UK
■ **PRODUCTION EXECUTIVE** STUART SLADE 020 7907 6058
■ **SENIOR PRODUCTION EXECUTIVE** KERRY LAMBIRD 020 7907 6056
■ **PUBLISHER** TARA LEATHERS 020 7907 6508

■ **GROUP SALES DIRECTOR** IAN WESTWOOD
■ **ADVERTISING DIRECTOR** JOHN GAREWAL 020 7907 6008
■ **LEISURE GROUP AD MANAGER** MANDY HEWITT 020 7907 6670
■ **DEPUTY ADVERTISEMENT MANAGER** RICHARD DOWNEY 020 7907 6671
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■ **CLASSIFIED SALES EXECUTIVE** BEN BROWN 020 7907 6684
■ **GROUP PRODUCTION MANAGER** SIMON MAGGS 020 7907 6051
■ **LIST RENTAL EXECUTIVE** NERYS CHURCH 020 7907 6140
■ **DIRECT MARKETING DIRECTOR** JULIAN THORNE
■ **NEWSTRADE MANAGER** FRZANA REHMAN 020 7907 6148
■ **GROUP PUBLISHER** DUNCAN TICKELL 020 7907 6352
FINANCIAL DIRECTOR IAN LEGGETT
GROUP MANAGING DIRECTOR ALISTAIR RAMSAY
CHAIRMAN FELIX DENNIS

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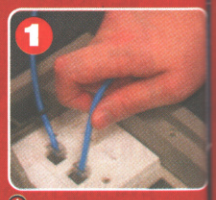
INSIDE XBOX LIVE

GET CONNECTED

Theoretically, getting yourself hooked up to Xbox Live is as simple as connecting your Xbox to a broadband modem. The Live software should do all of the harder stuff for you. If it doesn't, you just need to call your broadband provider.

Here's Mike's handy run-through of what to expect, provided all goes swimmingly. (Fingers crossed.)



Plug in the Xbox (duh). Connect to your modem with an ethernet cable. It's not included in the box, but any computer shop will have them

CVG TAKES A JOURNEY INTO XBOX'S ONLINE GAMING UNIVERSE

Xbox Live launches in the UK on March 14! But does this online gaming service actually work? Well, as our lovely American cousins would say, "HELL YEAH!" Microsoft has succeeded in putting together a high-quality, affordable, easy-to-use product.

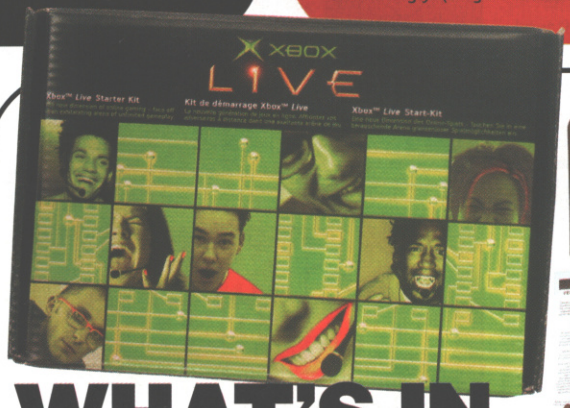
Once you've sorted out a broadband connection, actually getting Xbox Live up and running is a piece of piddle. All you need is the Starter Pack, which costs £39.99 and includes a free 12-month subscription to the service!

The start-up disc included in the pack holds your hand all the way to your first online encounter. And once Xbox Live is set up on your machine, you don't have to worry about complicated menu screens: every time you insert a Live-enabled game it recognises it and provides you with the necessary online gaming option.

Okay, so the first batch of Live-enabled games isn't exactly a blockbuster bundle. That said, Moto GP, Unreal Championship and Mech Assault provide seriously enjoyable online multiplayer experiences. And with the likes of Halo 2 and Star Wars Galaxies bound for Live later this year, there's every reason for Xbox owners to get excited.

Where Xbox Live really impressed CVG was with the Xbox Communicator and its other original features. The Gamertag function provides you with a unique online identity, so that you can carve a name for yourself globally. The Optimatch option, featured in most Live-enabled games, lets you find opponents with a similar experience level. The Friends List recognises when your mates are online, and allows you and your buddies to team up and take on other gangs of gamers from all over the world.

Sony and Nintendo are going to have to pull off something pretty special if they hope to outclass Xbox Live.



WHAT'S IN THE BOX?

Within this slender wee start-up pack lie the key components that will enable you to link up globally and access Microsoft's Xbox Live online gaming portal

Other random bits of paper – adverts and such. Believe and act on what they tell you, or just lob them in the bin

Your Xbox Communicator headset. Allows you to offer friendly advice, discuss tactics, or just rant like a child as you play online

The Xbox Live set-up disc. Installs the software on your machine. Also features playable demos of Moto GP and Whacked

The instruction manual. You should definitely give this the old once-over. It's the same info you get in the box with Live-enabled games

FIRST IMPRESSIONS!

How do the first wave of Live-enabled games actually play? We sent our most intrepid games troops into the CVG basement to put on a funny headset and try to chant "USA!" sarcastically into the microphone. It's safe to say none of these are quite the killer app that's going to really push the service, but playing online definitely ramps up the fun.

To promote Anglo-American relations, our most Yank-friendly volunteers went Live

MOTO GP (THQ)

We entered Moto GP expecting to get severely whupped by an army of whoopin' American power-bike fanatics. And we did! On hitting the track, we were greeted with a tirade of "Wazzups!" However, to our surprise, everyone in the race was quite normal, amazingly friendly and polite – even offering the occasional racing tip. And although fiercely competitive and intense, it never gets too bitchy. None of us are fans of the Moto GP singleplayer game, but this has got us hooked. **Mike**

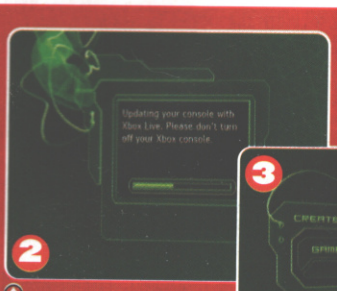
WHACKED (MICROSOFT)

We think it's fair to say that Whacked was ropy even before it went online with Xbox Live. I mean, let's face it, having a bunch of people standing around awkwardly, looking at a turd doesn't make it look any less like a turd.

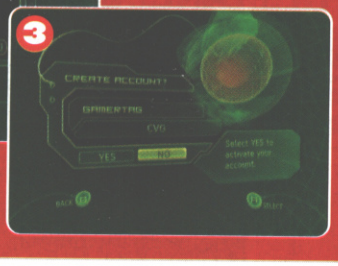
Whacked is basically a deathmatch game played out between cartoon characters. We encountered some gameplay stuttering, but far more annoying was the number of people using 'comedy' voice masking. **Dean**

FIVE BETTER NAMES FOR XBOX LIVE

1. XBOX WEB-ME-MUCH
2. EVIL XBOX
3. XBOX SHUT UP AMERICA
4. XBOX WAZZAAAAAP!
5. XBOX WHAT WAS THAT MATE? SORRY, YOU'RE BREAKING UP



2 Insert the disc that came in the Live package. This automatically updates your machine with the Live software



3 Create a new account, and enter the serial number. Now choose your Gamertag – unique to you and non-changeable

4 Run through a few more details like your credit card, address, etc and the Xbox connects to Live. You're online!

5 Next, set up your headset. It's simple to assemble, so pop it on your head and get ready to play

6 Finally, it's time to put a game disc in the Xbox and get ready to go kick some weak Yankee butt. Couldn't be simpler!

LIVE: THE STARS OF TOMORROW

Microsoft is promising that 50 Xbox Live-enabled games will be available in the UK before the end of 2003.

There are some pretty significant names on the roster, including Halo 2, which will undoubtedly help establish Xbox Live as the number one online console experience.

HALO 2: Master Chief's return to Xbox will boast heaps of new multiplayer maps and modes, awesome new gameplay features, and vamped-up visuals. So start whoopin' like a redneck!

STAR WARS GALAXIES: AN EMPIRE DIVIDED: The Force is strong. Potentially one of the hugest online universes ever! Wonder if you can be a Womp Rat?

PROJECT GOTHAM RACING 2: Tuned up and growling! This sequel to Xbox's finest racer will see you burning through the streets of Hong Kong, and... Edinburgh

CAPCOM VS SNK 2 EO: It'll be an historic day when this manic fighter goes Live on March 7, as it will be the first online beat 'em up. And a bleedin' good 'un too!

THE RAW FACTS

Out: 14 March 2003. However, you can apply to be on the Test Drive of Xbox Live up until February 14 (while stocks last).

- Cost: £39.99 – includes free 12-month subscription to Xbox Live service
- Number of games currently Xbox Live-enabled: six
- Number of games promised by end of 2003: 50
- Unique features: Gamertag system and Xbox Communicator

MECH ASSAULT (MICROSOFT)

We played Mech Assault with a bunch of chaps from Canada, one of whom declared it to be "the best game ever". Another said it had "revitalised his passion for videogames". Cripes. Does Microsoft perhaps have an office in Canada? Anyway, this fairly simplistic mech game does indeed take on a new lease of life when played online. Lag wasn't an issue, and team-based play with the Communicator worked successfully too. **Dean**

UNREAL CHAMPIONSHIP (INFOGRAMES)

Any online Unreal title has a lot to live up to. Game selection was easy and carnage started in seconds. Unlike with Quake 3 on DC, lag wasn't an issue either. Which meant that, while we were reminded how rubbish we are using joypads with twitch shooters, the experience was much like PC frag fests – fun, frenetic, but only practice will give you da skillz. You might want to disable voice com though, you f***! **Pete**

WHAT'S THE SCORE?

One of the benefits of playing Xbox online is that you can immediately see how your mad skills measure up to those of players around the world.

Most games automatically log high scores, lap times and so on, which can either mean glory or quite disgusting embarrassment.

"They kept ramming us off, okay? And it was our first try." What's your excuse?

We thought Pete was sh*t hot at Unreal Championship till we saw he was 10,840th

WHAT ABOUT PS2 AND GC?

Sony and Nintendo's machines can't use Xbox Live. See if you can work out why that is. Nintendo's online gameplay is still extremely vague, with the company refuting rumours of a March rollout. Sony, meanwhile, is committed to a March launch, and has been recruiting beta testers via PlayStation.com. The test phase starts in February, so Microsoft will have had far longer to test before the retail packs ship.

FIGHT LIKE A MAN

PRIDE: WHERE THE TOUGHEST FIGHTERS ON THE PLANET GO TO SLUG IT OUT

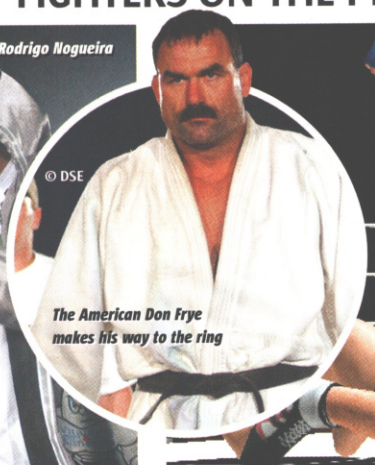
You may not have heard of the Pride Fighting Championships yet – don't worry, neither had we until recently – but if the popularity of the competition in Japan is anything to go by, 2003 should be the year that Pride goes global.

For starters there's the PS2 game coming in a couple of months, released through THQ. There's also talk that the live Pride events held exclusively in Japan could head to the US. There's interest from Sky Sports to broadcast the monthly Pay Per View shows in the UK too.

As we always bring you news of the next big thing first, we recently headed to Japan to take in a live Pride event, to see if it's the stuff great videogames are made of.

World Champion Antonio Rodrigo Nogueira readies himself for action

© DSE


The American Don Frye makes his way to the ring

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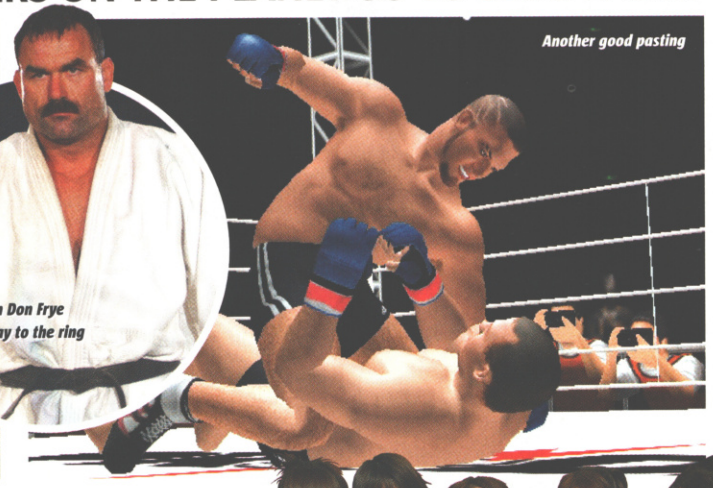
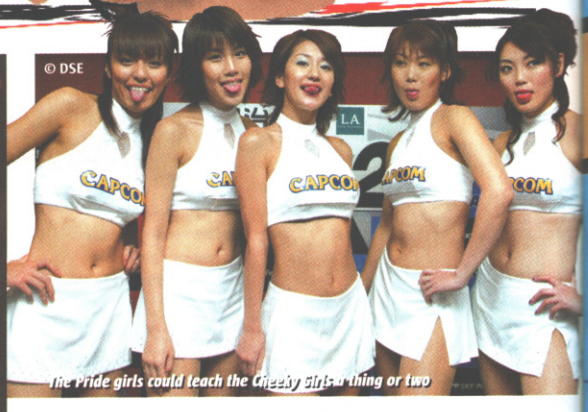
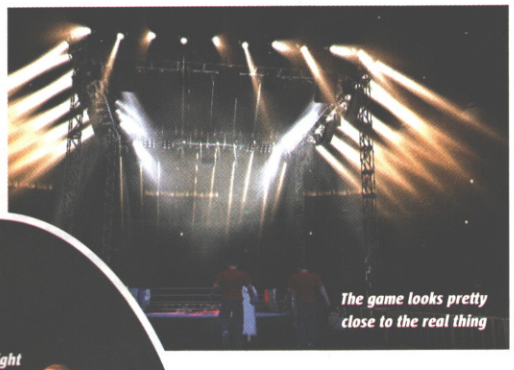

Another good pasting

The Russian Fedor pounds away on Heath Herring

© DSE


The Pride girls could teach the Cheeky Girls a thing or two

© DSE

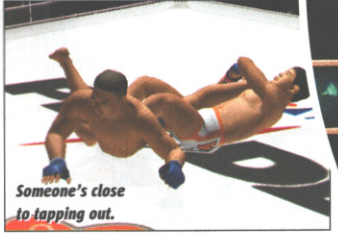

The game looks pretty close to the real thing

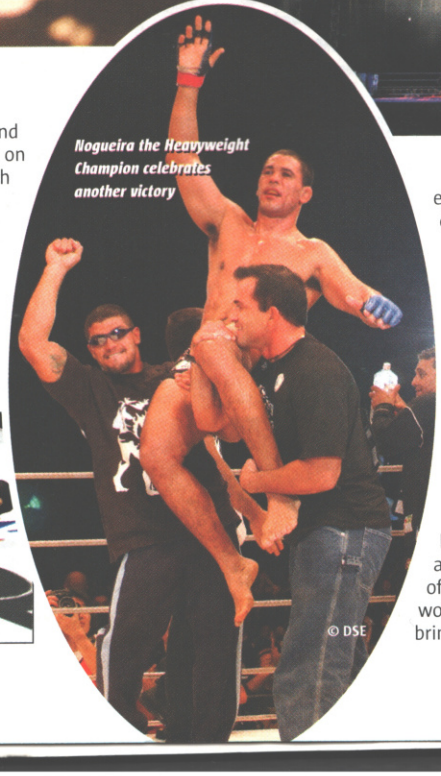
For the uninitiated, Pride is a mixed martial arts contest that sees the best fighters from around the world mixing it up in the same ring. Each is invited to the contest by scouts who travel the world looking for dominant fighters from different martial arts disciplines. Whether they're judo masters, pro-wrestling experts, karate or kickboxing stars, as long as they're prepared to fight they'll be accepted into Pride.

The combination of different fighting styles means that no two Pride contests are ever the same, and it can be very difficult to determine on paper the potential outcome of each bout. To keep things simple, there are hardly any rules. No biting, eye gouging, head-butts or elbows are allowed, but anything else goes, including kneeing someone in the nads! For this reason alone these battles aren't for the weak-hearted, not just the competitors but spectators too.

"I think it's a boy!"

© DSE

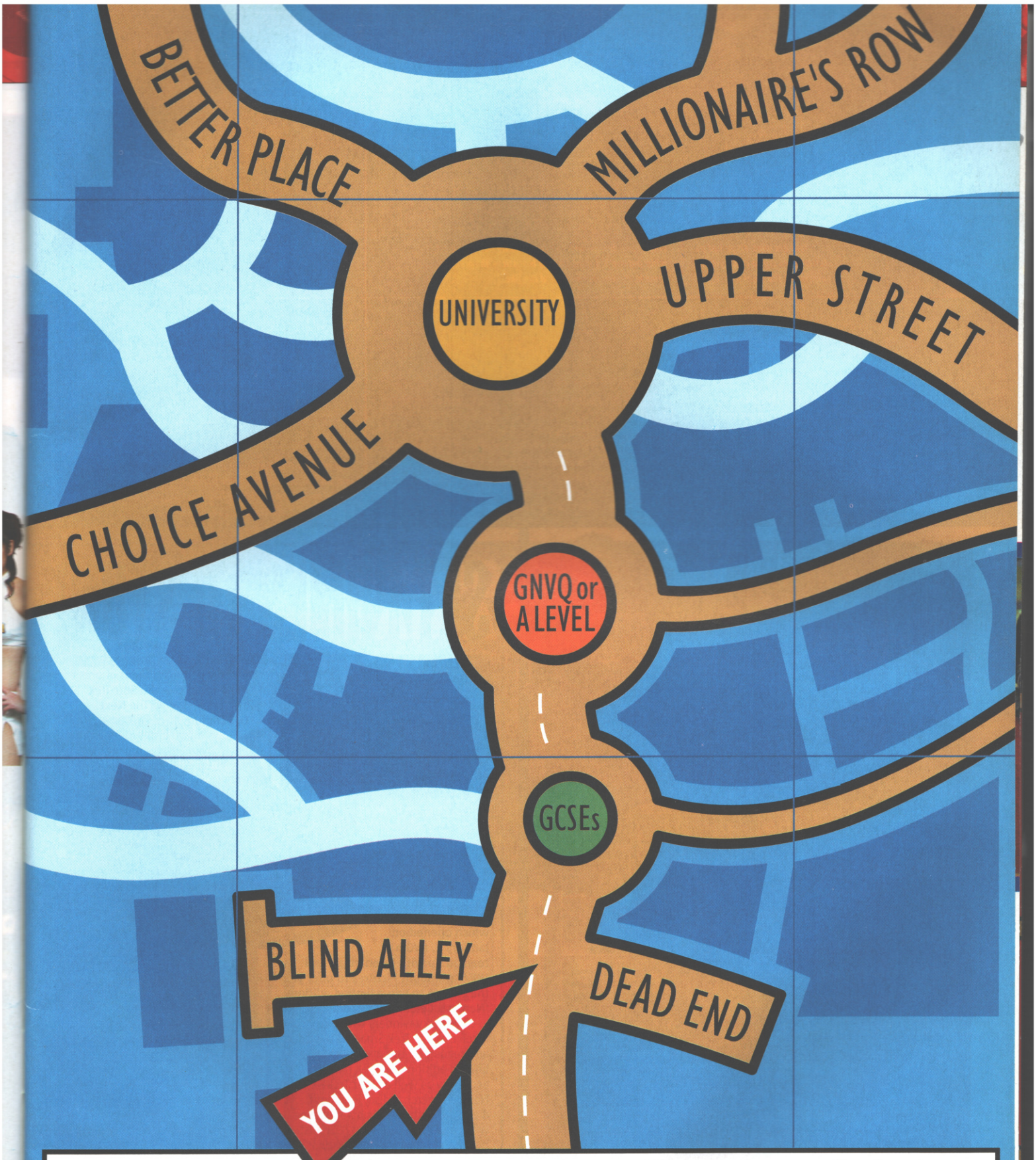

Someone's close to tapping out.


Nogueira the Heavyweight Champion celebrates another victory

© DSE

So what did we think of the live experience? Great stuff. Although don't expect to see a fight resembling a boxing match. In most bouts the fight is won on the floor by a painful-looking submission move that forces someone to tap out. Pride doesn't have the theatrical high-flying moves of the WWE – think of it as a more intelligent UFC.

The forthcoming game developed by Anchor, faithfully recreates the live event. With an emphasis on counters and reversals it's the smartest and most brutal beat 'em up we've played in a long time. Even with no knowledge of the real sport, this is a game worth getting excited about. We'll bring you a closer look next month.



You're probably not thinking beyond your GCSEs at the moment, but the choices you make now can affect the paths you take later on. There are loads of ways to get on in life but, wherever you want to be, going to college or university will help you get there. For a free magazine that will tell you how to get to uni, what goes on there and how it will help you get a great job, call **0800 587 8500** or visit **www.aimhigher.gov.uk**

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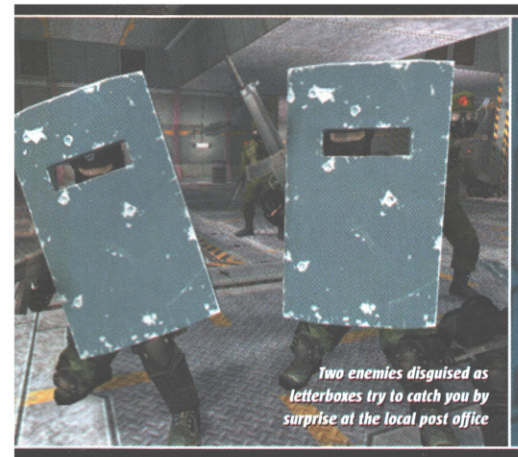
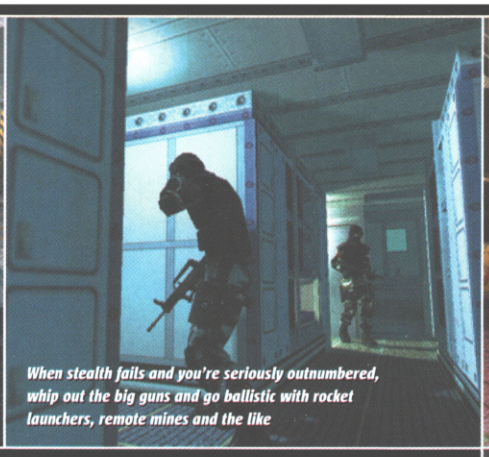
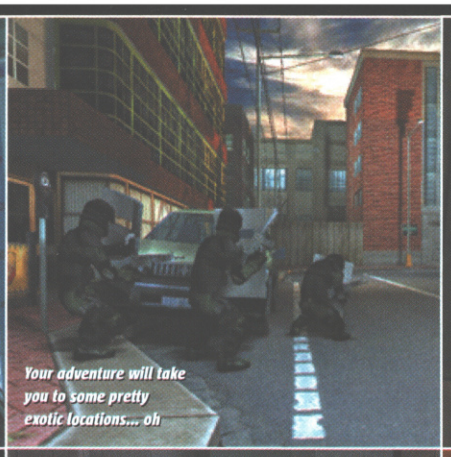


Two enemies disguised as letterboxes try to catch you by surprise at the local post office



When stealth fails and you're seriously outnumbered, whip out the big guns and go ballistic with rocket launchers, remote mines and the like



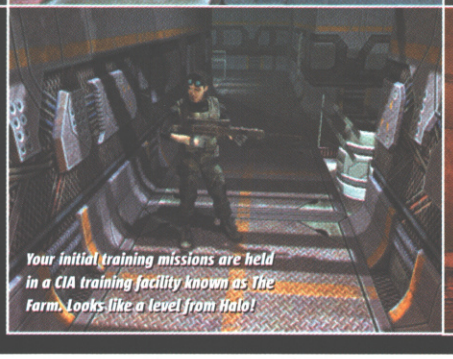
Your adventure will take you to some pretty exotic locations... oh

ICE, ICE BABY

Ice Nine is a new first-person stealth-based adventure for PlayStation 2. But it comes with a twist... You can choose to slip into the boots of a covert CIA operative who must attempt to get to the bottom of a major conspiracy plot, or play through the game as a dirty traitor who's willing to do anything for personal gain. Essentially two games in one!

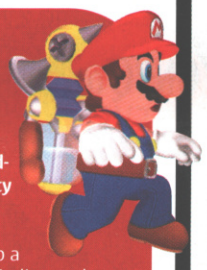
Coming exclusively to Sony's next-gen giant this June, Ice Nine uses a unique 'undercover time' system that requires you to disguise yourself and mingle with the enemy to uncover vital information. And as in any great stealth game, you're equipped with a blinding arsenal of weapons and gadgets.

Watch this space for more details and screenshots of Ice Nine in the coming months.



Your initial training missions are held in a CIA training facility known as The Farm. Looks like a level from Halo!

IT'S NOT-A ME!



Shave off Mario's 'tache, give him some natty threads, shoot some Ruskies, and you've got EA's PS2/Xbox third-person revolution 'em up Freedom: The Battle For Liberty Island. Okay, well not quite, but there's enough weird cross-overs to wonder if someone's taking the mickey.

You play "a mild-mannered plumber who evolves into a charismatic and fearless freedom fighter obsessed with finding and freeing his brother, who has been taken hostage by the enemy." We're not making this stuff up. However, rumours that you get to hoover the Kremlin while fighting Bowser in the final level have just been invented by us. Anyway, in the absence of any new information (including a release date), enjoy our exclusive new screens.

EXCLUSIVE NEW PICS

Urban guerilla warfare with missions varying from stealthy sabotage...

...to all-out battles, with some turn-based strategy elements and eight-way multiplayer thrown into the mix too

SET PRIZES TO STUN!

The film is now in cinemas nationwide. See it!

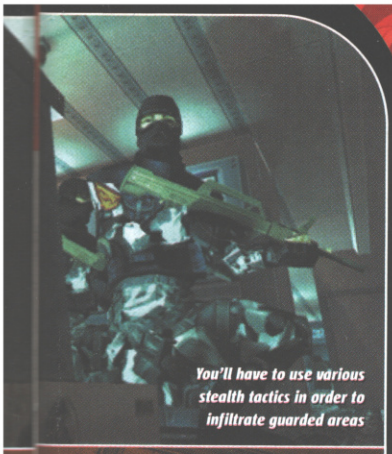
To celebrate the release of UIP/Paramount Pictures' Star Trek: Nemesis at cinemas which opened on January 3, CVG has teamed up with Internet plc and UIP/Paramount Pictures to offer you the chance to win a limited edition 'Nemesis Celebration Pack'.

Five lucky winners will each receive a Star Trek SmartFlash™ card and reader, together with a special limited-edition Star Trek reader accessory as well as Star Trek: Nemesis merchandise, including a watch, clothes and poster. Winners will also receive a Simon & Schuster novel and Activision's fantastic PC game Star Fleet Command III – the very latest instalment of one of the most successful Star Trek game series, now in The Next Generation universe.

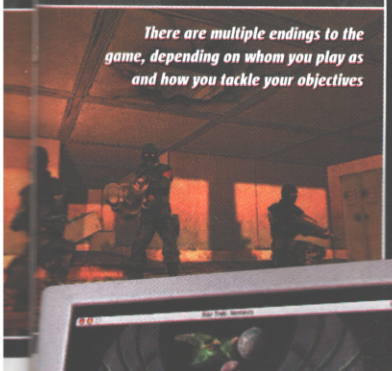
SmartFlash™ is an exciting new entertainment system giving Star Trek fans direct access to an exclusive and interactive Star Trek experience on the Internet. Through SmartFlash™, fans can enjoy never-seen-before Star Trek content, including special Nemesis features and insider interviews with moviemakers and screenwriters, plus the complete history of Star Trek: The Next Generation Romulan encounters and the latest Star Trek insights.

The combination of the SmartFlash™ reader and smart card allows Star Trek fans to unlock this secure web space, inaccessible to those without the card. Simply 'connect, launch and go!™'

Just send us the answer to this simple piece of Trekker trivia to be in with a chance of nabbing one of these awesome bundles.



You'll have to use various stealth tactics in order to infiltrate guarded areas



There are multiple endings to the game, depending on whom you play as and how you tackle your objectives

Who stars as Captain Jean-Luc Picard in Star Trek: Nemesis?

- A. Patrick Stewart
- B. William Shatner
- C. Scott Bakula
- D. Leonard Nimoy

Send your answers on a postcard to Star Trek Bundle, CVG, 30 Cleveland Street, London W1T 4JD (Deadline for entries 12 February 2003)

COMMAND & CONQUER GENERALS

GENERAL KNOWLEDGE

FIVE COPIES TO WIN

No, wake up, quick! This has nothing to do with dull pub quizzes or Chris Tarrant. We want to test your knowledge about Generals. C&C Generals to be precise.

So you can win a copy of EA's PC strategy blockbuster simply by answering the question below and sending it to the usual address marked C&C Generals Compo. The first correct five entries out of the hat win. The closing date is February 12.

Question: Name the main villain leading the Brotherhood of NOD in the first C&C game.

■ A. Able ■ B. Kain ■ C. Adolf ■ D. Dante

First out of the hat and this screenshot is for you!

Fail to enter and you face nothing but ignominy forever

10,000 MANIAC

What would YOU do for £10,000? Who wouldn't pose like a grinning psychotic plank for publicity pics if you'd just won the Xbox Play More Challenge 2002 and picked up a fat cheque from Mr Gates? Hell, we'd even have done a little jig, naked with a big green 'X' on our arses.

But then we didn't win, student Dan Thain did. Nice one Dan. We knew there was a good reason we pay our taxes to subsidise higher education.

Dan in action. Look at that focus!

SHRUNKEN MASTER

Revenge Of Shinobi first appeared on Mega Drive, and is now back-flipping onto GBA this March.

But the GBA version is an entirely new shuriken-hurling adventure, using the same visual style as the original game.

Why duck when you can jump 30 feet up?

CACKMAN'S THOUGHT OF THE MONTH
Does anyone want to come round to mine for a Mario Party? There won't be any alcohol: we'll just play a pointless board game, but on a console

LIVE "WAZZAAAP!"
And that is all the Americans say. A nation of comedy, evidently

CACKMAN©

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

PRO UNEVOLVED

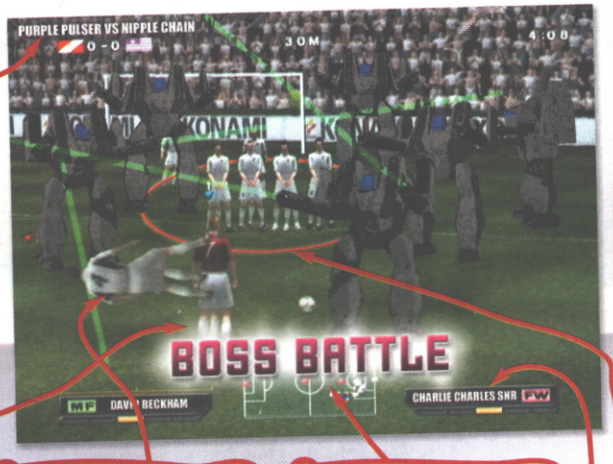
The meaning of evolution is 'changing gradually over many years'. Konami has fully embraced this concept with Pro Evolution Soccer 2. Cackman knows what's in store for the new game. Look...

STAFF ONLY

DESIGN DOCUMENT: PRO EVOLUTION SOCCER 3

Okay, guys, what we do next is obvious. The less authentic we make Pro Evo, the more it sells. We're already over a million with the Oranges! Pro Evo 3 needs to shape up like this...

1 **Team names copied from products in an Ann Summers catalogue.**
- Man United: Purple Pulser
- Arsenal: Willy Drops
- Real Madrid: Pulsatron
- Lazio: Nipple Chain
- Celtic: Peppermint Peckers
- Ajax: Pink Fur Love Cuffs
- Inter Milan: Lovers Lick



2 **Every player to be re-rendered with a third leg.** This will be used in the game to action a whole host of entirely useless new step-overs, none of which has even the faintest possibility of fooling another human player.

3 **When playing in cooperative multiplayer, the person in possession becomes a powerful 'people magnet'.** Human players get sucked in and attach themselves to the player on the ball. He runs slightly more slowly to compensate.

4 **Penalty area boss battles.** Every time you enter the 18-yard box, you have to defeat six massive, stomping Metal Gear mechs before you can have a shot on goal. Commentary to shout: "I can't believe he's just mis-read it!" over and over.

5 **Team squads to be even more out of date, so as not to feature a single living player.** But not anyone that died in tragic circumstances, just people that died of old age. Actual abilities to carry over as well, so Preston North End becomes the star team.

6 **One-metre exclusion zone around all players which triggers an automatic red card when players run into it.** This is to discourage any sort of defensive play, because, dear God, we'd rather die than battle out a satisfying nil-nil draw.

EXCUSES, EXCUSES

If Christmas has taught you one thing, it's that nobody in your family should be allowed to buy a videogame besides you. Write 'SPLINTER CELL' in capital letters on a list, and the letters re-arrange in the gift buyer's mind as 'SHREK SUPER PARTY'. You're going to need a brilliant excuse to change it without a receipt. Voilà...

1. ACTUAL BLINDNESS
Stab a fork into one of your eyes and wiggle it about. A couple of days later, your eyeball will go black and start to weep sickening yellow pus. Pop an eye patch over it, and head down the shops. "I'm going blind in the most horrific way. I just want to play Splinter Cell before I'm trapped forever in a world without light."

2. INCONTINENCE
If there's one thing games shops hate, it's someone standing by the counter crying as a pool of stinking urine spreads out around them. "I have this problem. Shrek's face reminds me of a scary old uncle, and if I see it I regress to childhood and slash like a horse." The assistant gets the game out of the bag, you quiver and unleash wet warmth.

3. CREATE FEAR
Send threatening letters to a frail member of the shop staff. Call at midnight and just repeatedly murmur the word 'rabbit'. Build up to a glorious crescendo of terror in the shop on Saturday afternoon. "Hi, I need to change this game... RABBIT!" The shop assistant will go white. Pull out a meat cleaver and repeat: "DO IT OR DIE." Result.

4. BABBLE
"Yeah, hello. I got this game, right. For Christmas off my aunt. Thing is, I already have it. I've finished it. I'm not returning it because it's crap, I LOVE Shrek. It's just, I don't need two. But I don't have a receipt cos my uncle died of paper cuts working at the place that makes receipt paper, and my aunt burns them straight away."

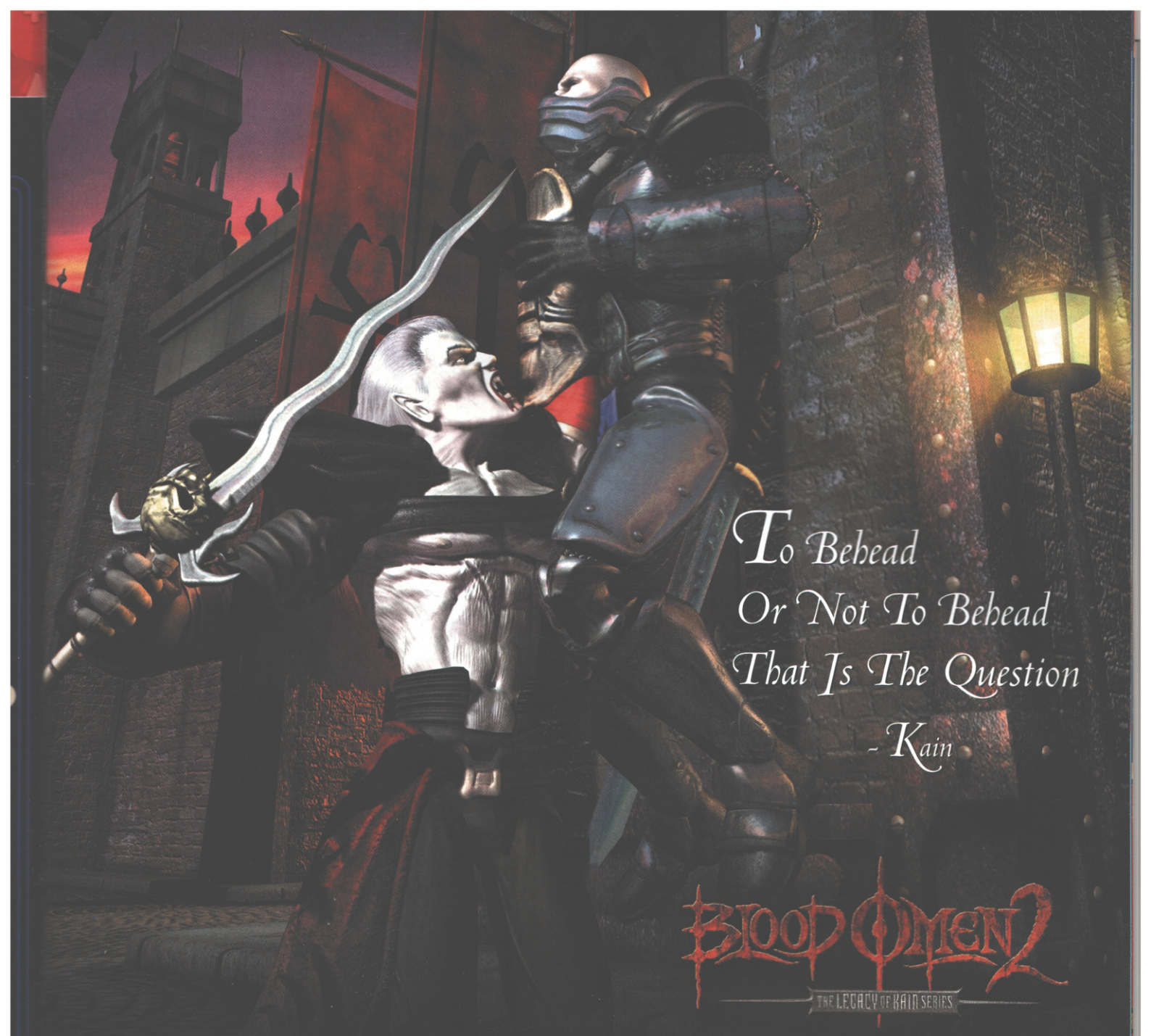
THE WORST GAMES I'VE NEVER PLAYED: #1. URBAN YETI

- **Box says:** "Real motion-captured Yeti!"
- **Cackman says:** "I'd rather pick crusties out of the Abominable Snowman's arse hair."

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG



BLOOD OMEN 2

THE LEGACY OF KAIN SERIES

Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.

Use your Dark Gifts such as Stealth, Fury and Charm to claim vengeance on your enemies.

Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.

NINTENDO GAMECUBE

CRYSTAL DYNAMICS

www.legacyofkain.com

EIDOS INTERACTIVE

eidos.com

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HUNTER'S MAILBAG

Don't keep your opinions to yourselves. Write to us, then all your friends can have a hearty chuckle at your expense. Great! You can send a letter, the more controversial the better, to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Alternatively, email us at mailbag.cvg@dennis.co.uk

BANNED!

I think Greeks ban it cos they think it's bad for your eyes, easy to contract myopia.

Tanis

What are you talking about? Ban what? Masturbation? Or you from reading CVG? Get outta here then!

A TOSSPOT WRITES THRICE

Hello you tosspots, it is I, the two-letter ninja. Hardy hardy har har! SEEYA LATERZ...

Sanu Miah

I must say I quite like your mag. Remember me, I'm the one you always cut the lett *[Snip – Ed]*. Well, that's *[Snip]*. SEEYA LATERZ...

Sanu Miah

Hello CVG, is the GBA 2 rumour *[Snip]*.

Sanu Miah

LEAVE US ALONE! PLEASE!

CACKMAN COMETH AGAIN

Ha ha, I just got the latest issue of CVG this morning. I read the nice comments you said about me. Aww, did you make that little column of abuse especially for me? You shouldn't have. Oh by the way, the whole point of games-guru was to start a gaming community where people can talk about their favourite games. There is a main site coming, just you wait! Oh, and I will keep buying the mag, just to see how far this goes.

Andy@Games-Guru

Over to Cackman, once again: "But a community needs more than four people. What you have is a games hamlet. No, a little games leper colony. But instead of your arms and legs going black and falling off, it's your brain that's out of commission. We checked, and clueless-games-clowns.com is still available. Do the world a favour and register it, dirtbag. We eagerly await your order for a lifetime subscription to CVG. Written in crayon, probably."

GOLDEN BONE

GIS A JOB

First off I have subscribed to your magazine since I was about seven years old. I am now 23. CVG has consistently been the only videogames mag worth a spit. Why? You're the ones who write and create it nowadays so surely you know why. Anyway that's not really my point – I'm a student in my second year of university doing a degree in Media and English. The reason I am on this course is because I want to do what you do. I would love to get into games journalism, and it would be a dream come true to work for CVG.

I was hoping that you could reply to this letter and let me know where the ladder starts, the best way to climb it as well as if there's any additional good advice you could give me. I have to say nice one on creating a magazine that still gets me as excited about games as when I was a kid. This month's preview of Pokemon Ruby and Sapphire had me wetting myself with excitement – Nintendo always knows how to make the lushest games. Thank you for your time, keep up the quality work.

Jonbah

P.S. Do you really think DOAXBV is gonna be a good game? I think we're all just swayed into thinking that because even though they're digital, they're luvverly jubblies!

CVG's team of experts are gaming demons and highly skilled writers who can complete games at the same time as writing about them. They make it look easy too, but it's not – you'll need to be an avid games freak who's also a genius with words. Anyone who reckons they come up to that high standard is always welcome to send us their CV by snail mail so we can consider them the next time a job comes up. Otherwise, your best bet is to do some kind of recognised journalism course, which'll set you up with just some of the skills you need to work on a games mag. Good luck!

P.S. We've played it but unfortunately can't really remember what it was like – too busy staring at those bouncing balls!

KNIGHT FEVER

Is Star Wars: Knights Of The Old Republic coming out on other consoles apart from Xbox? I have a PS2 and really want it.

Spider

Bad news, Spidey. At the moment there are no plans for a PS2 version. Tell you what, though – CVG's resident Jedi, Darth Walkertron, will use The Force to see if he can change all that. We'll let you know how he gets on...

NINTENDO SIXTY-PHWOAR

I just want to say that your magazine rules. Keep up the good work.

Nintendo rules. And GameCube too. And can you put in some more reviews about Nintendo 64? Thank you.

Glenn De Borger, Belgium

You can say thanks all you want, Glenn, but it ain't gonna happen. Why? Because Nintendo doesn't release new N64 games anymore. Just make sure you've got Mario 64, both Zelda games and Mario Kart in your collection and you're laughing.

MYSTIC SMEG

I disagree about the Nintendo GameCube kicking a**. I say the Sony PS2 is gonna sweep videogames sales worldwide, and Microsoft's Xbox sucks. It only has, like, five buttons. Please tell me if Super Mario Sunshine is coming out on PS2. CVG rocks, big up to Alex Huhtala who reviewed the WWE games.

P.S. If this gets the Golden Bone, can I have PSone or PS2 goodies?

P.P.S. CVG rocks, It completely kicks a**, it rocks. Did I mention CVG rocks! Big up to the CVG massive – bo! How's my Ali G impression?

Jan Chapman

Wowsers, you're, like, a total visionary. It takes a genius to predict that PS2 is gonna be big. And to suggest it'll be bigger than Xbox and GameCube? Your brain must be so big you have problems fitting it inside your head. Maybe that's why you forget to use it? Duh.

P.S. No.

P.P.S. "Say another word and we'll rip your throat out." How's our psychotic killer impression?

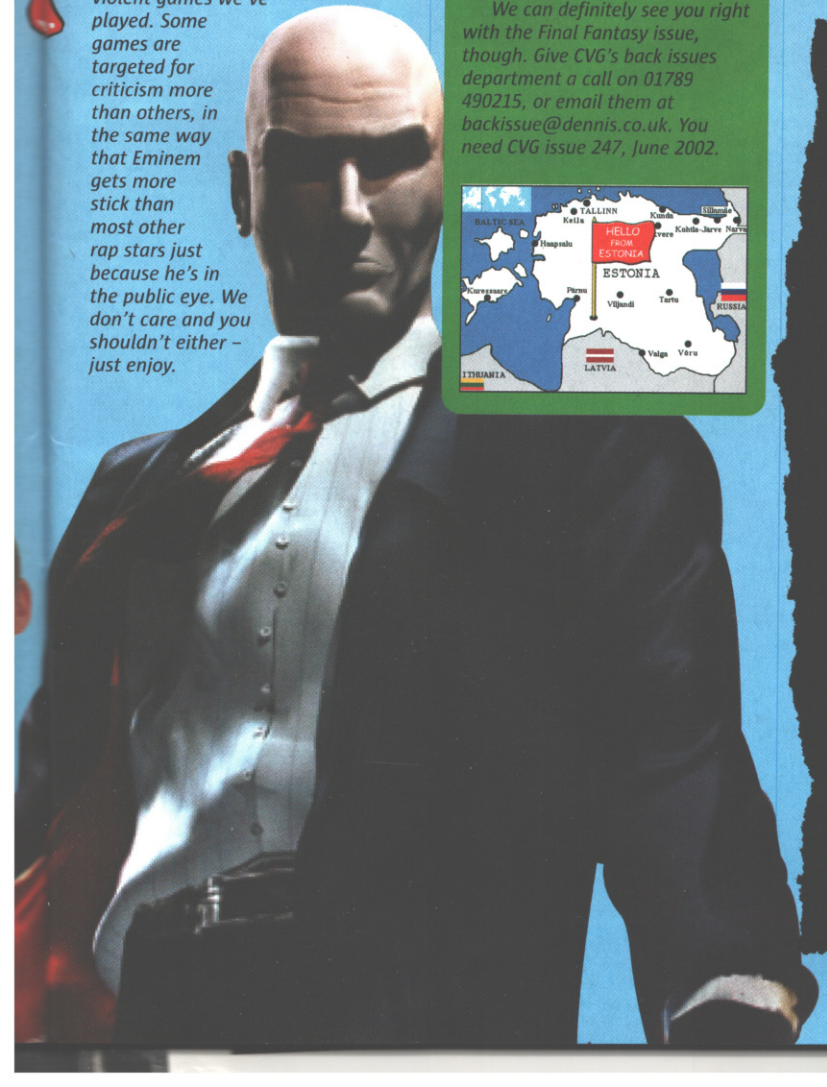
ALL TOO PC?

It's really hacking me off, this ultra-political correctness garbage that has just started to creep into games. I'm sat there reading the old Current Bun when woe and behold *[sic.]*, a computer game story about Hitman. Not a positive and joyous story about the wonders of gaming, and how its popularity is rising faster than the trousers of a teenager in a room full of Lara Crofts. No, it's another bloody story of how people are complaining about a racist scene in the aforementioned game.

My point is this: why suddenly make the decision to take this game from most retailers' shelves because of the moanings of the minority, who will probably never have played this or any other game in their lives? Was Medal Of Honor banned because it shows Germans trying to kill people? I think not. Nor should it be. Many people have written into magazines complaining about the lack of ethnic minorities appearing in computer games – maybe this is the reason why. It's too risky because they might get killed, or maimed, or tortured, an activity now only reserved for white men in computer games.

Karl Brown

I think you've got a point, you just haven't made it very well. Games always come in for flak for either being too violent, bad for kids' health... whatever. Fact is everyone who reads this mag enjoys 'em, right, so who cares what other people think? Vice City is flying off the shelves and it's one of the most violent games we've played. Some games are targeted for criticism more than others, in the same way that Eminem gets more stick than most other rap stars just because he's in the public eye. We don't care and you shouldn't either – just enjoy.



ESTONIA UNFAIR

I've got a few complaints! I'm thinking CVG is a mag for everyone, even those outside the UK, but apparently I'm wrong! Every month you offer £5 off any game, low-rate subscriptions and prizes in Trailblazer – but to UK residents only. Why?

But enough of the complaining, your mag is the best (and quite honestly the only one available in Estonia) as far as anything to do with the 'VG' part in CVG is concerned.

I've also got a few questions! I hate the fact PSone is missing the slot for the link cable, and was wondering if you have any 411 (as in information) about whether Sony intends to pay any more attention to the little PSone?

Secondly, how can I get my dibs on the CVG FFX Special Collectors' Issue? If you could arrange it somehow, I'm willing to pay £7 for it!

Jay, Estonia

Not our fault about the voucher, Jay, them's da rules set out by GAME. As for the PSone link cable, it's not happening. Hardly anyone used the link cable on the original PlayStation, which is why it was ditched for the revamped PSone. Soz.

We can definitely see you right with the Final Fantasy issue, though. Give CVG's back issues department a call on 01789 490215, or email them at backissue@dennis.co.uk. You need CVG issue 247, June 2002.

YOU'RE NICKED!

I was reading your mag and you said that Grand Theft Auto 3 on GBA was coming out on November 29. I've been waiting ages for this game, so when you said it was out so soon I couldn't wait to get my hands on it. But then I went to game.uk.com and they said it wasn't going to be out till January. Please tell me when it's coming!

rlfreaky, London

Good question. So good in fact that CVG's resident seer Madame Paulie D gazed into her crystal ball, read a few palms and stared at tea leaves for over an hour in search of an answer. Unfortunately she drew a blank each time, so we checked our ultra up-to-date release schedules instead – it's coming out on February 7.

ANOTHER WANNABE CVG-ER

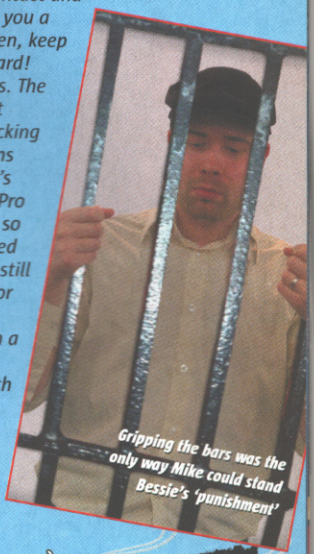
I'm very interested in a career in gaming. I would like to know how hard it is to get into the gaming business. I own a PS2 a PC and a GBA, and am thinking of getting an Xbox. I was wondering if you could let me write some reviews for you, since you only have a couple of reader issues a year. Anyway, do you think I should get an Xbox or a GameCube, seeing as I love first-person shooters and platform games, as well as the odd sports game. Please help me with my choice.

Andrew McPhail

P.S. Is Mike really going to prison?!

Andrew, check out Golden Bone, left. When you've followed our advice, get back in contact and we'll give you a go. Till then, keep playing hard!

P.S. Yes. The sucker got caught nicking the buttons from Paul's favourite Pro Evo 2 pad so we shopped him. He's still working for the mag, though, in a cell he shares with a six-foot-four bloke who calls himself Bessie. Nice.


Gripping the bars was the only way Mike could stand Bessie's 'punishment'

CVG STINKER

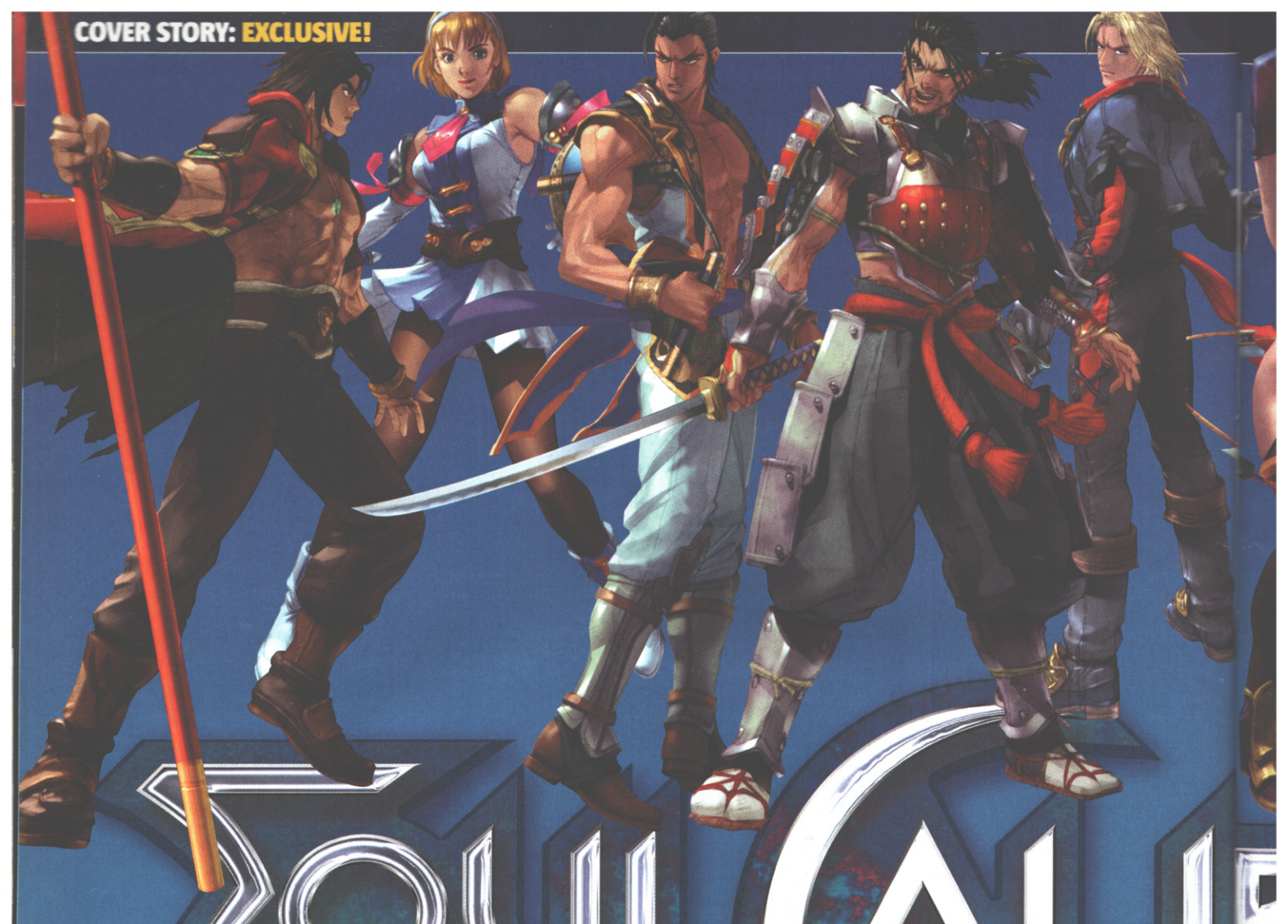
IRATE PIRATE

A lot of people are complaining about pirated games, but I for one think it's a good thing. One can get pirated games *[geez, does this guy thinks he's the Queen or what?]* for less money than the rip-off prices you normally have to pay for them. And not only that, but you can get games long before they come out in this country. I'm not saying that I myself purchase this type of game as I don't, but I do think it should be considered a less serious crime. Piracy may take money away from developers and game companies such as Sony, but who cares? They've got enough money to fill the Atlantic Ocean so what's a few million to them? It's like pocket money .

And another thing: if you were offered MGS2 for £10, what would you say? You'd say, "I'll take it." But if you were told it was copied, you'd probably choose not to. Why is that? What do people have against pirated games? Apart from the fact that it's not that easy to play them – I read on the Internet that you need a chip and a special 'key' to make them work and even then they might not. My final point is that I'm not trying to advocate purchasing pirated games just to save money – someone's got to defend them. Thank you for listening.

Tom Dunne

This piracy thing is a debate that's never going to end. Some people don't mind getting cheap copies of games while others, like us lot here at CVG, prefer to get a pristine boxed copy in the same way we prefer to buy music CDs rather than burn a copy of our mate's and miss out on the sleeve notes. CVG does not condone piracy because ultimately it does affect the games of the future, and when the big game for Christmas next year is some cobbled-together shambles rather than the next GTA, who's gonna kick up a stink then?



SOULCALIBUR II™

PUBLISHER
NAMCO
DEVELOPER
NAMCO
OUT
AUTUMN

IN A NUTSHELL

Namco sent CVG the Soul Calibur II arcade unit this month, and we've been caning it non-stop to bring you the UK's first exclusive in-depth playtest. This sequel to arguably the best fighter ever looks and plays like no other beat 'em up out there. Here's why...

ARCADE
PS2
XBOX
GC

WWW.SOULCALIBUR.COM

CARVING A NEW DESTINY FOR 3D BEAT 'EM UPS

You want to hear a secret? CVG's Paul Davies was actually born with four testicles and needs to wear specially modified Y-fronts with two pouches. Sorry, wrong secret. Here's the real shocker. We all think we've been playing 3D beat 'em ups since the birth of Virtua Fighter back in '93. But the Virtua Fighters and Tekkens of this world aren't as 3D as we'd like to believe!

We're not talking visuals here. That's a given. But gameplay-wise, sidestepping to counterattack, rolling while on the ground and being able to perform a small variety of rapid surprise attacks to either side of your opponent's body – as pioneered in VF4 – is as far as it goes. Fact is, strafing round your enemy and using the full 3D scope of the arenas has never really served much of a purpose, other than to avoid incoming attacks and ringouts.

A REAL 3D FIGHTER

However, Soul Calibur II changes all that with the introduction of its innovative 'eight-way run' moves system. Every character in SCII, including newcomers Raphael and Talim, has a hefty set of these awesome moves at his disposal, which can only be accessed when you're moving round your opponent. Whereas in other fighting games you often strafe solely to make yourself a difficult target, this new system fully

BUK

Nightmare works Xiangha to the edge of the arena and goes for the ring-out!

Hwang has been replaced by a similar sword-swinging master called Hong Yansung

Charade is one of Soul Calibur II's new unlockable characters. He can adopt the skills of any other fighter

RAPHAEL

- Age: 32
- Birthplace: Rouen, French Empire
- Height: 5'10"
- Weight: 159lbs
- Birthday: 27 Nov
- Blood type: A
- Weapon: Rapier Sword
- Weapon name: Flambert
- Discipline: La Rapier de Sorel

Raphael is one of the oldest combatants, and this is reflected in his style of fighting. There's a real maturity and refinement to most of his movements. His attacks are understated yet fast, flowing and powerful, and once you start fighting with Raphael, it soon becomes clear where his true strengths lie.

His weapon of choice, the Rapier Sword doesn't have a fantastically long reach unlike Astaroth's, Ivy's or Nightmare's, but rather its range is similar to Mitsurugi's or Kilik's. However, Raphael is super-fast on his feet and has tons of rapid lunge and stab attacks. He can flow seamlessly between four 'preparation' stances that enable him to pull off many different styles of surprise attacks.

Speed and surprise are Raphael's greatest assets; then there's his ability to react to oncoming attacks with simple button combos. This makes him an intimidating and brilliant adversary, not to be underestimated.

HIS 'N' HERS

Introducing Raphael and Talim, Soul Calibur's two newest recruits. It's all too easy to chuck in a couple of new characters and base their moves on others, but Namco hasn't done that. Just as Lei-Fei's and Vanessa's fighting styles felt extremely original with their debut in VF4, so do Raphael's and Talim's. Each character has been immaculately designed, both in terms of appearance and their techniques.

Ouch! Ivy attempts to pull Taki's head off

encourages you to use new strategies. Attack, attack, ATTACK!

By nailing specific button combos while on the move, your character will unleash nutty acrobatic strikes that are otherwise inaccessible when standing still or simply walking forwards or backwards. Initially this is an odd concept, but once you get hands-on and learn some of your chosen character's 'eight-way run moves' you'll feel like the gates have been opened to a sea of new options.

SUCKER PUNCH

If you're a member of the hardcore beat 'em up elite, training night and day to become entirely at one with your favourite fighter, you'll find that the introduction of these new manoeuvres will affect your combat tactics heavily.

TALIM

- Age: 15
- Birthplace: Village Of The Wind Deity, South East Asia
- Height: 4'8"
- Weight: 93lbs
- Birthday: June 15
- Blood type: Unknown
- Weapon: Elbow Blades
- Weapon name: Loka Luha and Syi Salika
- Discipline: Wind Dance

Talim hasn't even reached sweet 16 yet, so how her mother lets her out to play rough with perverts like Voldo is beyond us here at the socially responsible CVG. But as with Raphael, her age has a massive influence on how she fights.

She's impulsive, aggressive, and her movements reflect those of an enraged teenager under the influence of evil hormones. However, although the majority of her attacks are fantastically flamboyant, they still remain perfectly functional in every way. Nothing's for show with Talim. And considering she weighs about as much as a bag of marshmallows, it'll come as no surprise that she's probably the fastest and most agile member of the Soul Calibur crew.

Her elbow blades have a tiny range and aren't all that powerful, so Talim instead relies on her immense speed and acrobatic prowess to pounce in with fast combo attacks, and then hop swiftly back out of harm's reach. This crazy cat will scratch your eyes out before you've got time to blink.

Although the 'eight-way run' moves are tough to pull off, mastering them is essential if you're on a quest to become the ultimate fighting machine.

The unpredictability of these complex strikes will regularly baffle and catch even the most seasoned professional off his guard. It's essential that you think and act super-fast, because even the slightest small delay when attempting to nail one of these attacks can result in a swift counterattack and a truly merciless beating.

You see, Soul Calibur II is just as fast and furious as its predecessor, and it's a game in which *every* millisecond counts. Don't be fooled by its flamboyant fantasy styling and the outlandishness of its extravagant moves, because SCII is every bit as

Improve your ranking in the Conquest mode

Cassandra takes Yunsung down a peg or two

One of Raphael's special 'eight-way run' manoeuvres is a menacing flame attack

Nightmare's face is revealed in this sequel, when you select his alternate costume

The introduction of walled arenas is a definite bonus

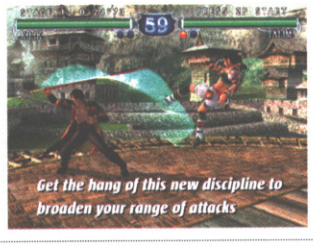
A NEW WAY OF FIGHTING

Soul Calibur II is deceptive. Watch two beat 'em up amateurs kicking the crap out of each other and the combat looks very similar to that of the last game. However, although button-bashers will no doubt love the dramatic visuals and accessible action, hardcore fighters can rejoice in the knowledge that this is one of the most complex, in-depth and rewarding fighters ever – helped by the new 'eight-way run' manoeuvres.

Each fighter has a set of these extra moves in his or her meaty arsenal, but pulling them off requires you to master a new discipline – strafing round your enemy in any direction, and then rapidly and precisely performing various button combos. You MUST move around your opponent to trigger any of these new attacks.

But with practice and patience you'll learn most of your fighter's 'eight-way run' moves and wonder how you lived without them, as they're mostly extremely fast, unconventional and unpredictable. If you choose not to adopt and adapt your fighting style to accommodate these new moves, you'll soon be eaten alive by other SCII aficionados...

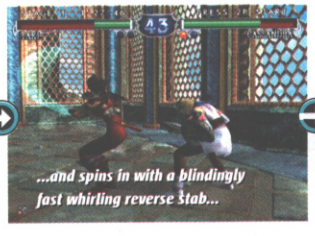
Strafe around your enemy then immediately nail a button combo



Get the hang of this new discipline to broaden your range of attacks

Use your characters extra moves to full effect in every bout

Taki begins her Shadow Rush 'eight-way run' manoeuvre...



...and spins in with a blindingly fast whirling reverse stab...

...followed by a dazzling climax of violent blade-twirling lunges

technically hardcore and in-depth as the might Virtua Fighter 4.

THAT SWEET SOUL CALIBUR SCENT!

But let's stop for a second, take a deep breath and smell those roses. Soul Calibur II's visuals are dazzling! Admittedly the backdrops aren't nearly as animated as in the likes of Tekken 4, but every stage still manages to feel grand and monumental, thanks to the exotic nature of the locations. But as with VF4, the arenas aren't nearly as important as the fighters . And this is where SCII really ups the stakes.

The updated character animations, flashy collision effects, and the seamlessly flowing interaction between combatants are sensationally beautiful. Not to mention how gorgeous and impeccably dressed (or undressed

Your character gains experience points as you progress through the Conquest mode

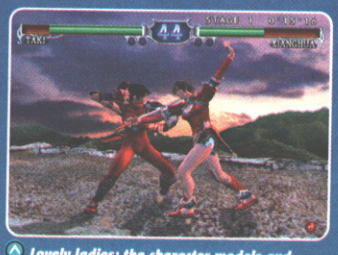
Yunsung is every bit as good with his feet as he is with his swords

Ivy can now walk freely around the arena while spinning her chain

Taki flips onto her hands, spreads her legs, and then makes like a helicopter

Cervantes returns as one of three unlockable characters, and is still a brilliant all-rounder

Raphael unleashes a frightening series of blisteringly fast stabs



Lovely ladies: the character models and costumes in Soul Calibur II are utterly amazing

in the case of Taki and Ivy) each of the characters is.

Every move appears to link effortlessly with the next, and even when combos are broken, countered or avoided, the action looks 100 per cent natural and utterly believable, despite the characters flipping and darting around the screen like magical ninjas intruding from another dimension.

JOINING THE GANG...

A grand total of 16 weapon-wielding masters make an appearance in this sequel, including most of the favourites from before.

Among the 16 are three unlockable characters: Yoshimitsu, Cervantes and Charade. However, although Charade looks like an all-new character, he's essentially Inferno in disguise. And the same goes for Hong Yunsung and Cassandra, who are basically reworked versions of Hwang and Sophitia – in much the same way as sexy Christie replaced Eddy Gordo in Tekken 4.

Don't despair, though, because SCII introduces two blinding characters that are every bit as impressive and important as Lei-Fei and Vanessa's introduction in VF4.

Raphael and Talim are the real newcomers! Raphael is an old-skool, Errol Flynn-style swashbuckler, who's super-cool, fast and flexible, while Talim's strengths are her startling nippiness and cat-like agility. Both characters feel extremely unique, boast massive potential, and are already securing legendary status within the SCII arcade fraternity.

The new 'eight-way run' moves system, the stunningly re-vamped

Nightmare is even more terrifying this time round

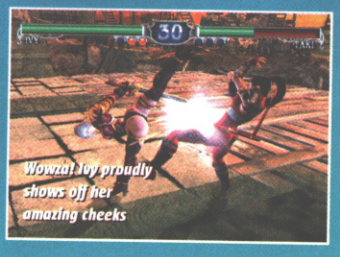
Beautiful: the light generated from your attacks is reflected on you and your enemy

Raphael lunges forward with lightning speed, leaving Mitsurugi dazed and confused

ONLINE FIGHT CLUB

If you're seriously considering devoting a large proportion of your life to SCII, paying regular visits to www.soulcalibur.com will be time well spent. Unlike many other websites, the character move lists are extremely comprehensive, and the forums rammed with in-depth fighting strategy threads. Keeping a close eye on the forums, a little geeky though it may seem, will ensure that you'll learn all manner of invaluable skills and new techniques.

www.soulcalibur.com: check the threads for new tactics and techniques



Wowzat Ivy proudly shows off her amazing cheeks

IVY

BITING IVY
⇨ Ⓑ ⇩ (⇧)

IVY LICK
⇧ Ⓑ + Ⓚ

SPIRAL SERENADE
Ⓐ + Ⓑ

SERPENT SLASH – SPIRAL TRIBUTE
DURING SPIRAL SERENADE Ⓐ

MISTRESS' JUSTICE
DURING SPIRAL TRIBUTE Ⓑ

PLEASURE CHANGE (SWORD TO WHIP)
Ⓑ + Ⓚ

VENOM STRIKE – SERPENT'S EMBRACE
DURING WHIP Ⓐ + Ⓑ

INSANITY LIGHT – SPIRAL TRIBUTE
⬇ (⬆) Ⓑ

MITSURUGI

DOUBLE REAVER
⇨ Ⓐ.Ⓐ

MASK
Ⓑ ⇨

STONE THROW
⇦ Ⓑ + Ⓚ

RELIC
⇦ Ⓐ + Ⓑ

PARTING ARC
DURING RELIC Ⓐ

HALF MOON DEATH
⇩ (⇧) Ⓑ + Ⓚ

DOUBLE SCYTHE
⬇ (⬆) Ⓐ.Ⓐ

HELL FLASH
⬇ (⬆) Ⓑ

ASTAROTH

POSEIDON TIDE RUSH
⇩ ↙ ⇦ Ⓐ RAPIDLY

HELL HAMMER
Ⓑ

AX BUTT
Ⓑ ⇨

CYANON CREATION (HOLD)
⇦ ⇦ Ⓑ

BULL RUSH
⇨ ⇨ Ⓚ

OFFERING
↘ Ⓐ + Ⓑ

HADES CANNON
⬇ (⬆) Ⓑ

TITAN SWING (HOLD)
⬇ (⬆) Ⓐ + Ⓑ

MAXI

MARK OF THE SNAKE
Ⓐ.Ⓐ.Ⓑ

COILING DRAGON
Ⓐ.Ⓐ.Ⓚ.Ⓚ

SNAKE WING SOBAT
⇦ Ⓑ.Ⓑ.Ⓚ

MANTIS LUNGE
⇩ ↘ ⇨ Ⓑ

COBRA STRIKE
⇨ Ⓐ + Ⓑ

LEFT INNER
Ⓐ + Ⓚ

DRAGON SPLITTER
➡ Ⓑ

REVERSE SNAKE CROSS
⬅ Ⓑ

CASSANDRA

SLIDE RUSH
Ⓐ.Ⓑ.Ⓑ

UNDERTOW
↙ Ⓐ

ARTEMIS DART
⇨ Ⓑ

ANGEL'S EXILE
⇩ ↘ ⇨ Ⓑ

TEMPEST
Ⓐ + Ⓑ

NEPHILIM SHIELD
⇩ ↙ ⇦ Ⓖ

SERAPHIM KICKS
↘ (↗) Ⓚ.Ⓚ

SHOOTING STAR
➡ Ⓐ + Ⓑ

YUNSUNG

TALON DESTROYER
Ⓐ.Ⓐ.Ⓚ.Ⓚ

TIGER MAUL
⇨ Ⓑ.Ⓑ

CYCLONE BLADE KICK (CANCEL)
Ⓑ.Ⓚ.Ⓖ

RAGING PANTHER
⇨ Ⓚ.Ⓚ.Ⓐ.Ⓐ

WARRIOR DANCE
↙ Ⓚ.Ⓐ.Ⓑ

FORCED DIVIDE
⇦ Ⓐ + Ⓑ

VIPER'S ILLUSION
↘ (↗) Ⓐ.Ⓑ

SHATTERED WALL
➡ Ⓑ.Ⓑ

RAPHAEL

MO…LINET
Ⓐ.Ⓑ

DOUBLE …PPEL CUT
⇨ Ⓑ.Ⓑ

LUNGING …FENDANTE
⇩ ↘ ⇨ Ⓑ

PIROUE…TE SWEEP
↙ Ⓚ

ASSALTO …MONTANTE
Ⓐ + Ⓑ

SPIRAL EN…ELOPMENT
Ⓑ + Ⓚ

SQUALAMB…TO CONCIERTO
⬇ (⬆ Ⓐ.Ⓑ

QUICK M…ANDRITTI
↗) Ⓑ

NORMAL ATTACK – BLACK UNBLOCKABLE ATTACK – RED SPECIAL STANCE – BLUE ⇨ TAP JOYSTICK ➡ HOLD JOYSTICK (RUN)

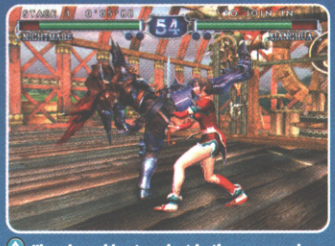
+ TO…

SKILLS-A-PLENTY!

To kick-start your Soul Calibur II experience, just cut out this handy starter list of skills for each of the 13 principle fighters.

Astaroth gives unlockable newcomer Charade a taste of his meaty chopper

The graceful movements of your weapon are accentuated by colourful streams of magic light



Xianghua side-steps just in time, narrowly avoiding the full weight of Nightmare's boot

Ay-argh! Taki prepares to finish off her enemy with a merciless double-sword attack

visuals and the introduction of Raphael and Talim aren't the only striking additions to this deadly follow up, however.

One of the most significant additions to SCII is the Conquest mode. This new option enables you to venture on a journey in which you will be fighting clans of others in a series of single-round bouts. This provides a wicked alternative to the regular Arcade, Time Attack and Survival modes.

You can log into the Conquest mode with a unique username and password, and every match you win will equip you with more experience points, and gradually improve your ranking – similar to the system used in the Kumite mode in VF4.

Soul Calibur II is packed with masses of new features like this, that are sure to secure this sequel its deserved spot in the fighters' hall of fame. But by far its most important contribution to the 3D beat 'em up brotherhood, is its innovative and updated fighting system. And the

RAPHAEL	TALIM	KILIK	XIANGHUA	VOLDO	NIGHTMARE	TAKI
MO LINET	SWIFT ESPADA	BO RUSH COMBO	BEAUTIFUL RHYTHM	DARK SHREDDER	SLASH CROSS	SHADOW BANISHMENT
Ⓐ.Ⓑ	Ⓐ.Ⓐ.Ⓑ	Ⓐ.Ⓐ.Ⓑ	Ⓐ.Ⓐ.Ⓑ	Ⓐ.Ⓑ.Ⓐ	Ⓐ.Ⓐ.Ⓑ	Ⓑ.Ⓐ.Ⓚ
DOUBLE APPEL CUT	OLISI WHIRLWIND	TWIN BO UPPER	ADVANCING RHYTHM	GUILLOTINE SCISSORS	DOUBLE GROUNDER	ASSASSIN'S STRIKE
⇨ Ⓑ.Ⓑ	⇦Ⓐ.Ⓐ	⇘Ⓑ.Ⓑ	⇨Ⓑ.Ⓐ	⇘Ⓑ.Ⓑ	Ⓐ⇩Ⓐ.Ⓐ	⇨⇨Ⓑ
INGING FENDANTE	SALISI RAZOR	PHOENIX RAGE THRUST	SWEET HARMONY	BLIND DROP	GAUNTLET BUSTER	DEMON FANGS
⇩⇘ ⇨Ⓑ	Ⓑ.Ⓑ.Ⓚ	⇦Ⓑ	ⒷⒶ.Ⓐ	⇨⇨Ⓚ	Ⓑ⇨	⇦Ⓑ
IROUETTE SWEEP	PAAYON THRUST	RETREATING THRUST	MUU JIANN	SCORPION TALE	BACKSPIN SLASH	RIPTIDE
⇙Ⓚ	⇨⇨Ⓑ	⇨Ⓑ⇧	Ⓐ+Ⓑ	⇙Ⓚ	– N.R. SIDE STANCE ⇦Ⓐ	Ⓑ+Ⓚ.Ⓚ
SALTO MONTANTE	TWIN BARAW LIFT	RISING PHOENIX	WATERFALL	MAD WHEEL	REAVER – N. SIDE STANCE	POSSESSION
Ⓐ+Ⓑ	⇙Ⓐ+Ⓑ	⇨⇨Ⓚ.Ⓚ.Ⓑ	⇨Ⓑ+Ⓚ	DURING TURN AROUND ⇨⇨Ⓐ	DURING N.R. SIDE STANCE Ⓐ+Ⓑ	⇩⇙⇦
RAL EN ELOPMENT	PLANCHADA CYCLONE	TRIBUTE	LOWER GREAT WALL	KATAR SPLITTER – MANTIS CRAWL	N. BEHIND STANCE	FAN DANCE
Ⓑ+Ⓚ	⬇(⬆)Ⓐ	⇩⇙⇦	Ⓐ+Ⓚ.Ⓑ	⇦Ⓑ	Ⓑ+Ⓚ	DURING POSSESSION Ⓐ+Ⓚ
LAMBR TO CONCIERTO	RISING GALE	WIND DIVIDE FLARE	VENGEFUL LIAN HUA	SUPERWYRM	BLOOD BATH	DARK CHAOS
(⬆ Ⓐ.Ⓑ	⬇(⬆)Ⓑ	⬇(⬆)Ⓐ.Ⓐ.Ⓐ	⬅Ⓑ	DURING MANTIS CRAWL ⇩(⇧)Ⓑ	DURING N.R. BEHIND STANCE ➡Ⓐ.Ⓐ	(⬆)Ⓐ.Ⓐ.Ⓐ
ICK N ANDRITTI	SIPA SLASH	HEAVEN MONUMENT	SWALLOW'S BLADE	DEMON ELBOW	ARMOR PIECE – N. LOWER STANCE	ILLUSION SCROLL
⬊(⬈)Ⓑ	⬊(⬈)Ⓚ.Ⓐ	➡(⬊)(⬈)Ⓑ	⬊(⬈)Ⓚ.Ⓐ	➡(⬊)(⬈)Ⓑ	⬇(⬆)Ⓑ.Ⓑ.Ⓑ	⬇(⬆)Ⓑ

+ TO PRESS BOTH THE BUTTONS ○ TAP BUTTONS ● HOLD BUTTONS ○○ (○●) QUICKLY TAP BUTTONS IN SEQUENCE

CUT OUT AND TAKE DOWN THE ARCADE

Ivy can switch between stances while swinging her chain in the air

PS2, Xbox and Cube versions are guaranteed to be almost identical to their arcade cousin! So whether you're a diehard fan of the series, or delight in the ultra in-depth gameplay of Virtua Fighter 4, or the raw extravagance of Tekken 4, SCII is guaranteed to charm and impress fight fans from every fighting school. CVG

CVG OPINION

Sharper, deadlier, more refined! SCII's improved fighting system, new features and killer visuals could see it steel the king-of-fighters crown from VF4. **Mike**

IT'S GOT

- *Innovative fighting system*
- *Two wicked new fighters*
- *Introduction of Conquest mode*
- *Highly fluid character interaction*

IT NEEDS

- *A VF Net-like mode*

OH BABY! / Yes! / Mmm... / Tingling / Zzzz...

EXCITE METER

INCOMING

ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!

HOW CVG'S PREVIEWS WORK

- PUBLISHER ACTIVISION
- DEVELOPER ACTIVISION
- OUT: DECEMBER 25

ONLINE GAMING | x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE
XBOX
GBA

WWW.ACTIVISION.COM

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, according to the latest info

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

WEBSITE
Want more info, more screens and to see it in action? Then try visiting this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

CVG OPINION
Exactly what we thought of the game, no matter what stage of development it's at

IT'S GOT
The good things we like about the game so far

IT NEEDS
If the developers listen to our advice and include this stuff, it will make the game better

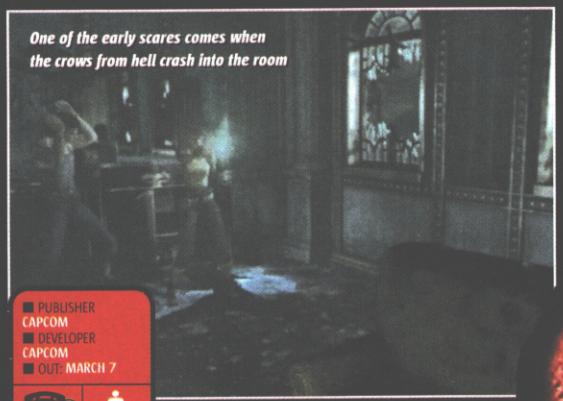
WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?

CVG OPINION — It's looking promising as long as the developer remembers to pay special attention to those dodgy AI routines! Otherwise this is coming along nicely **Mike**

IT'S GOT
- *Tasty-looking levels*
- *Loads of weapons*
- *Excellent orchestral score*

IT NEEDS
- *Better AI for enemies*
- *Overall polishing up*
- *Greater variety in gameplay*



One of the early scares comes when the crows from hell crash into the room

Can Rebecca trust Billy to watch her back, or will he betray her...?

- PUBLISHER CAPCOM
- DEVELOPER CAPCOM
- OUT: MARCH 7

ONLINE GAMING

IN A NUTSHELL

Things get sinister quickly in this latest Resident Evil sequel, which is in fact the prequel to the entire saga. We've got full code now, so we can really get into the meat of the story. In the Arklay Mountains, north of Raccoon City, spooky characters and their grotesque pets abound right from the start. You'll be glad of your new sidekick: having a partner gives Res Evil 0 its dramatic edge.

WWW.RESIDENTEVILFAN.COM

Resident Evil® Zero

How incredibly brilliant, being taken right back to 'before the mansion incident', visiting the very beginnings of the infamous Umbrella Corporation.

People who should be on the edge of their seat, eager to find out all about this include: a) everyone who has ever played a Resident Evil game, b) everyone who owns a GameCube, and c) any combination of the above. If this isn't you, what are you waiting for? Sort it out, now!

Whether or not Zero becomes the greatest place to start a Resi education remains to be seen, but it's certainly a godsend to all of us obsessed with S.T.A.R.S. and the Umbrella Corporation.

Listen up: this is the final ground-check before our review in next month's issue, giving you enough clues for any potential wishlist to grow another mutant limb.

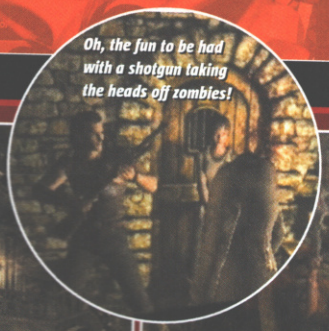
SOUND OF THE UNDERGROUND

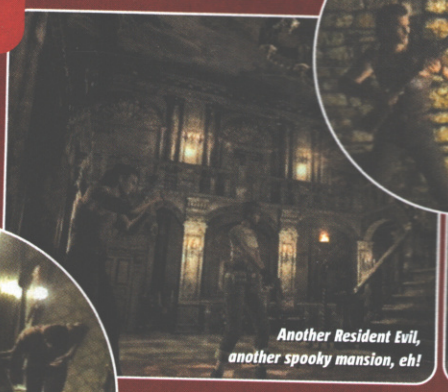
Zero goes back to formula with another 'Leatherface at the Bates Motel' scenario. Arklay Mountains Lab, where much of the game takes place, is the original Resi mansion, horribly entwined with the one in Code Veronica. You stumble here after crashing that goddam train we've talked so much about in CVG. Oops! Well, that was only a small spoiler. Evidently, when Capcom held a meeting on this the majority voted 'Claustrophobia is King' (versus all others in favour of 'Even Monsters Like Fresh Air').

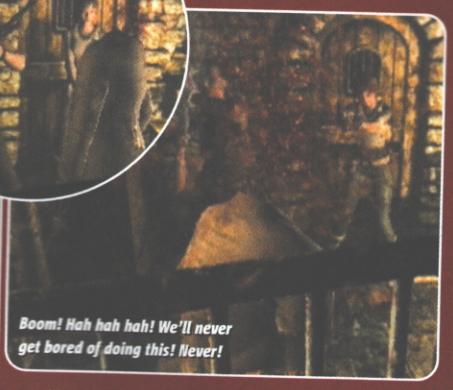
Yep, we're back to a labyrinth of low ceilings and suspicious corners, in contrast to the occasional outdoors of Resi 2 and Code Veronica. Nine out of 10 monsters are heard before they are seen. And, when you see them, they're practically breathing down your neck. Practise those shotgun decapitations or you'll look like a stray dog's leftovers.

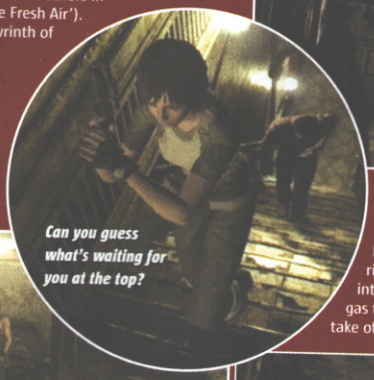
Zero's mansion isn't such a maze of booby traps as the original, though it is rigged to prevent trespassers wandering into places they shouldn't. No falling ceilings, gas through the vents, or statues poised to take off your head. However, plenty of doors requiring very obscure 'keys' to unlock, and bits of things stashed away on bookshelves that you must reunite with other bits of things to slot into whatever else.

A classic Resident Evil set-up then, but we're secretly hoping to be whisked away to the jungle or something like that for a revitalising change of scenery. Veronica took us to Alaska after all, and we've seen a few things to suggest that a trip abroad isn't entirely out of the question...

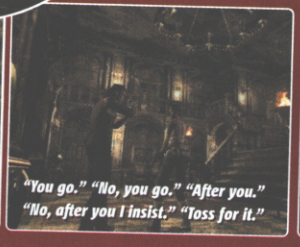

Oh, the fun to be had with a shotgun taking the heads off zombies!

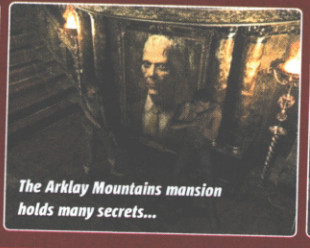

Another Resident Evil, another spooky mansion, eh!

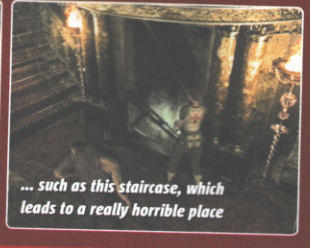

Boom! Hah hah hah! We'll never get bored of doing this! Never!


Can you guess what's waiting for you at the top?

Every place you dare to go is amazingly detailed


"You go." "No, you go." "After you." "No, after you I insist." "Toss for it."


The Arklay Mountains mansion holds many secrets...


... such as this staircase, which leads to a really horrible place

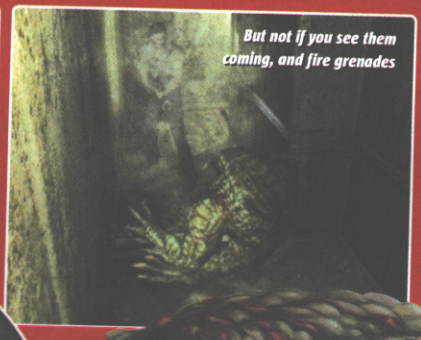
FREAKED-OUT THINGS

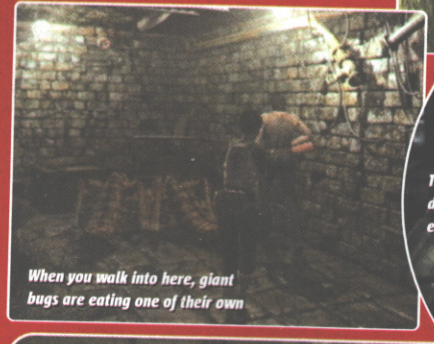
Giant creepy-crawlies are always the first bad sign of something much, much worse to happen further down the line. They prompt us to think, 'if bad stuff can do that to a spider, imagine what it would do to a human!' This being Resident Evil, you're not left playing it out in your head for long.

Typically (for Res Evil), the initial shocks come from guys who won't take death lying down. Over at Arklay you bump into everyone from lab technicians, their trousers all torn, to security guards who you can ID from their navy blue flak jackets. Then there's the man in the suit who doesn't do what normal zombies do after being peppered with lead. It involves leeches, and it isn't nice...

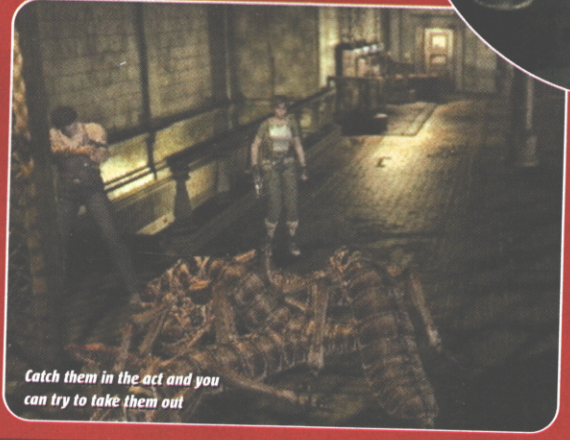
Most of the lesser uglies in Zero can be evaded with a little practice in running. You might enjoy watching heads explode in particles of shot, skull, and grey stuff, but it's wise to save the ammo. Some of the Arklay mutants move fast and are unpredictable – something even the combined force of Bill and Becky's automatics fails to keep at bay.

Hunters knock you to the floor and rip your throat out


But not if you see them coming, and fire grenades


When you walk into here, giant bugs are eating one of their own

This slimy beast doesn't go down easily, be warned

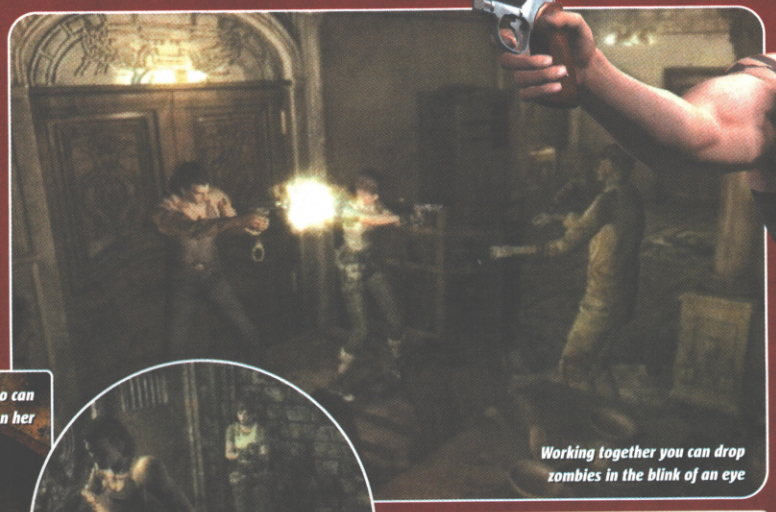

Catch them in the act and you can try to take them out

LITTLE MISS DO-IT-YOURSELF

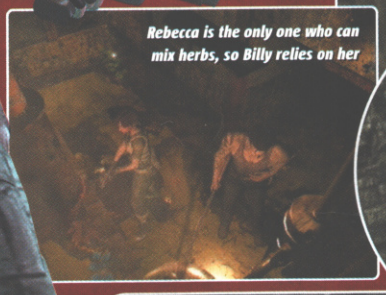
Switching between the use of Bill and Becky at any time ('character zapping') requires a new level of strategy. You have a partner to give you support in a heavy situation, which is good. However, they may be injured, slowing you down, or even end things completely if they suffer an attack that you just about avoided.

Sometimes you're better off leaving the other guy as you head off unhindered. Thing is, this is rarely a smart idea because there are only so many things you can carry by yourself, but most importantly there are things that Bill can do that Becky cannot and vice versa. For instance, try moving a large bookcase with Becky; she'll have a go but step away shrugging her shoulders. As for Bill, well he obviously didn't train with S.T.A.R.S., as he hasn't a clue about combining herbs for more potent medicines – you'll need Becky's Mixing Kit for that.

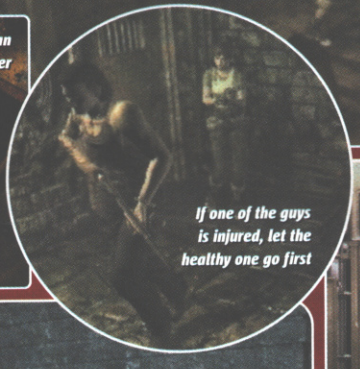
With so many obstacles that are impossible to beat without assistance, you soon realise that cooperation is key.



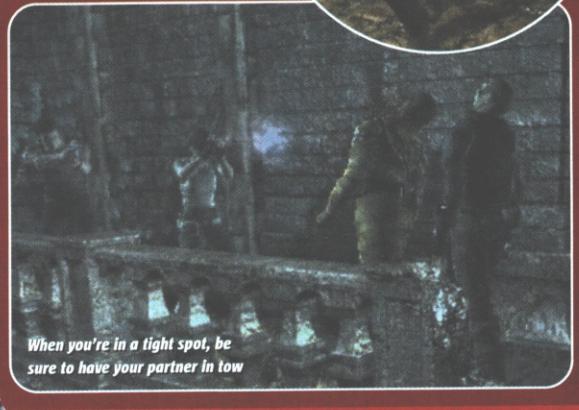
Working together you can drop zombies in the blink of an eye



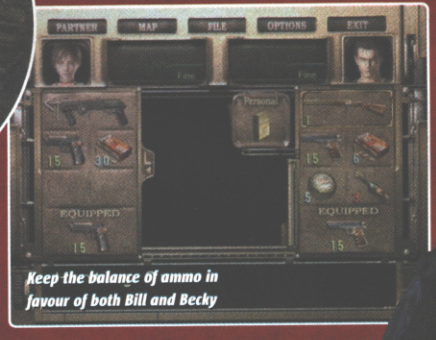
Rebecca is the only one who can mix herbs, so Billy relies on her



If one of the guys is injured, let the healthy one go first



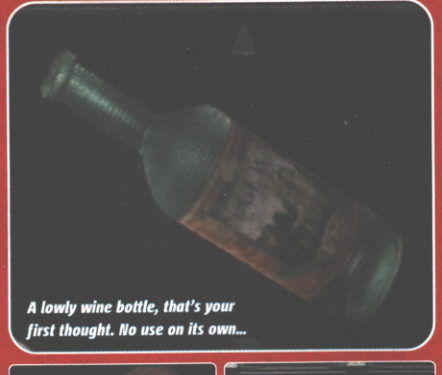
When you're in a tight spot, be sure to have your partner in tow



Keep the balance of ammo in favour of both Bill and Becky

MINE'S A MOLOTOV, CHEERS

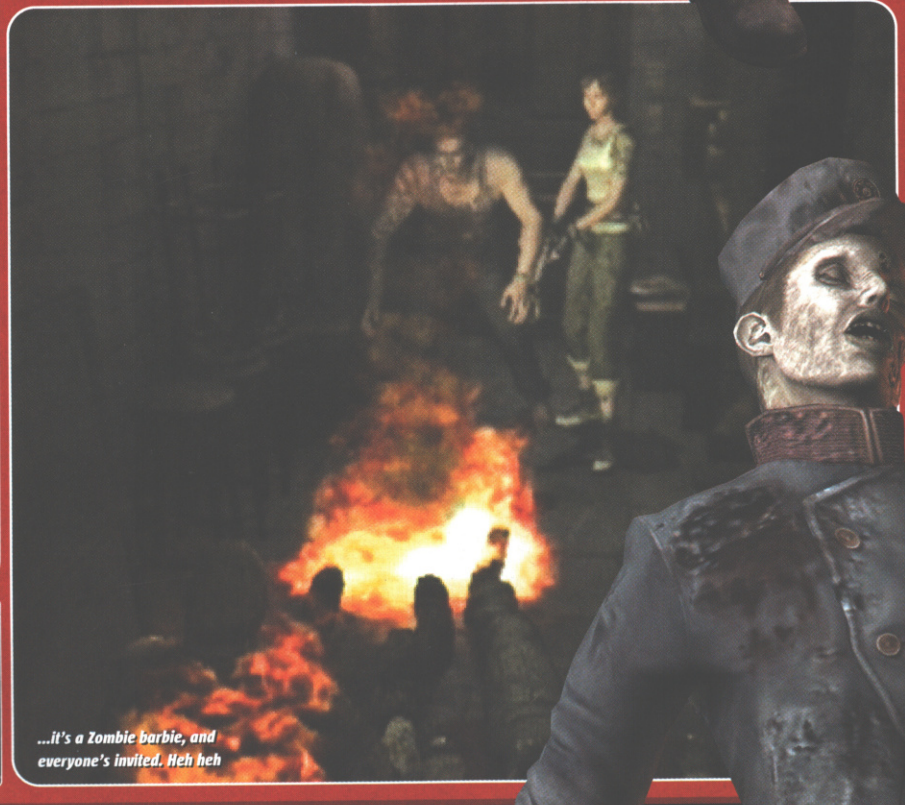
We hate boring info boxes about weapons too, but this is different, we promise. A number of makeshift weapons and tools in Res Evil Zero are kind of clumsy, which makes using them more fun than usual. We've mentioned before about the old hunting rifle – only two barrels, so your reloading is a chore. Our new favourite is the Molotov Cocktail, aka petrol bomb. Empty bottles can be filled with gasoline, lit then launched at the stupid zombies. You should see them burn!



A lowly wine bottle, that's your first thought. No use on its own...

Gasoline! Used to burn zombies in the last Resi...

Aha! We get it now, put them together and...



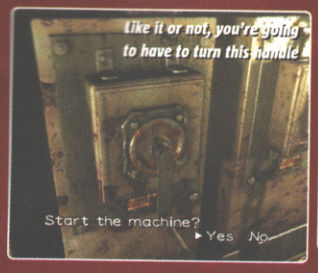
...it's a Zombie barbie, and everyone's invited. Heh heh

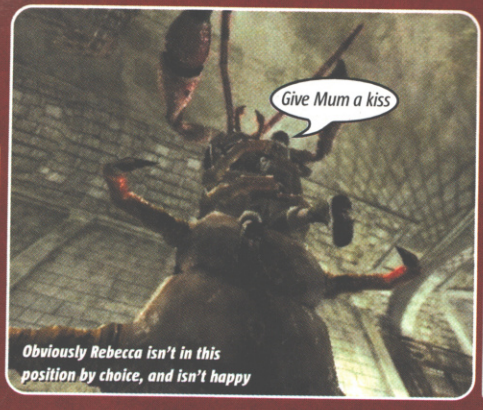
WHEN I NOD MY HEAD, HIT IT

By now we can give you a few examples of how the Billy Coen/Rebecca Chambers partnership pans out. Obviously, having come up with the concept, Capcom had to find a number of ways to impress us with it. Sometimes these ideas are cool, while others are a bit obvious, if not a little frustrating. These are our favourites so far...

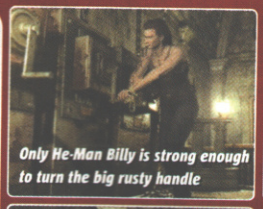
DAMSEL IN DISTRESS

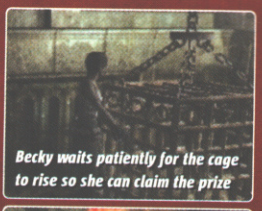
It takes Billy's strength to turn this rusty handle, which raises a cage that's covering some sort of item. Rebecca stands by to rush in and collect it. But...

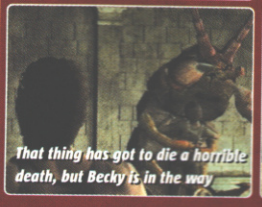


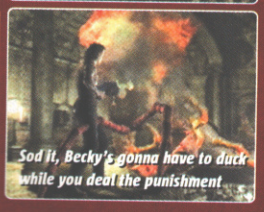


Obviously Rebecca isn't in this position by choice, and isn't happy


Only He-Man Billy is strong enough to turn the big rusty handle

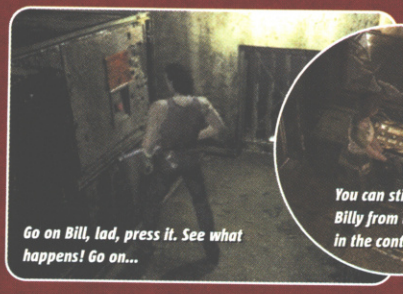

Becky waits patiently for the cage to rise so she can claim the prize


That thing has got to die a horrible death, but Becky is in the way

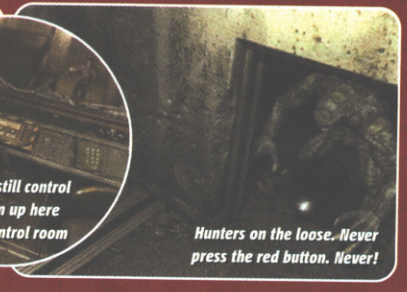

Sod it, Becky's gonna have to duck while you deal the punishment

PRESS THE RED BUTTON

This looks bad from the start. One of the guys has to venture into a maze of iron gates, raised or lowered by buttons in a remote office...

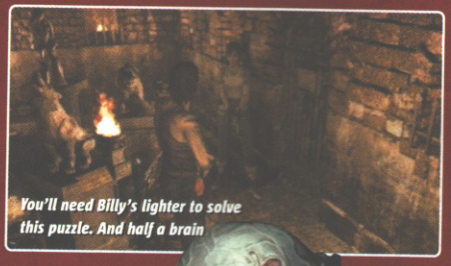

Go on Bill, lad, press it. See what happens! Go on...

You can still control Billy from up here in the control room


Hunters on the loose. Never press the red button. Never!

LIGHT MY FIRE

This isn't actually something that requires two people, but a class Res Evil conundrum in any case. You need to light the fires on the right in order to open the rusty gate.


You'll need Billy's lighter to solve this puzzle. And half a brain

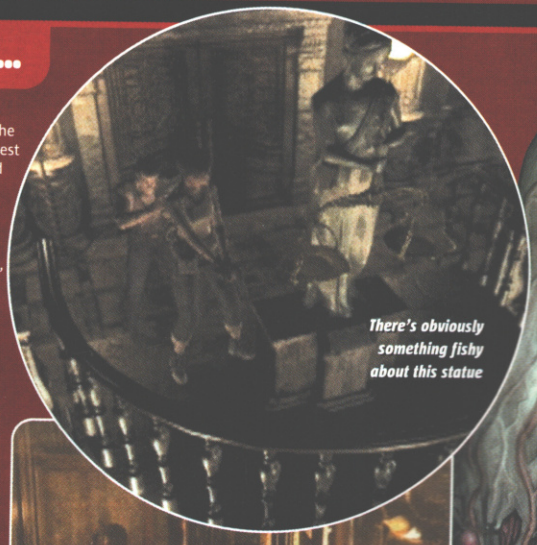
COMPARED TO OTHER RES EVILS...

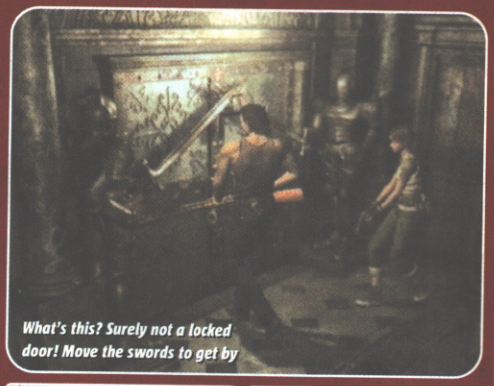
If you're a seasoned Resident Evil fan, playing the games since back in 1996, you'll have endured the finest Survival Horror has to offer. Like the monsters it portrays, the series has been kept alive with just the slightest of revisions to the control system, spiced up with terrific new plots and an army of unforgettable beasties.

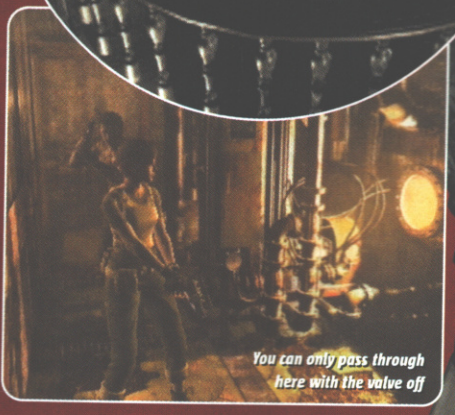
Zero hits the ground running, assuming you're familiar with how Res Evil works. There is, however, a bit of training on the art of character zapping if you need it. It takes place on the train, and takes roughly an hour, depending on your skill. Where CVG is at the moment, feeling our way around the Arklay Mountain Laboratory, the atmosphere is like the calm before a storm. Occasional scares, some awkward battles but overall slower development than we're used to.

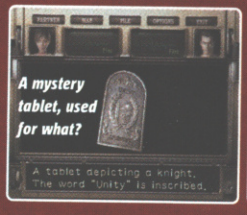
Albert Wesker and William Durkin, the two Umbrella Corporation villains operating behind the scenes, are plotting... something. The strange man in the white robe, we've discovered, is a fellow called James Marcus – an ex-Umbrella employee, the inventor of the T (for Tyrant) virus, who saw greater potential for mankind other than biological weapons.

Resident Evil Zero is all about this Marcus character getting his revenge. We have a strong feeling it's going to kick off big time. At least, this is what we hope.

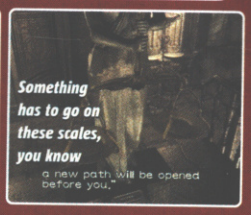

There's obviously something fishy about this statue


What's this? Surely not a locked door! Move the swords to get by


You can only pass through here with the valve off



A mystery tablet, used for what?



Something has to go on these scales, you know

CVG OPINION

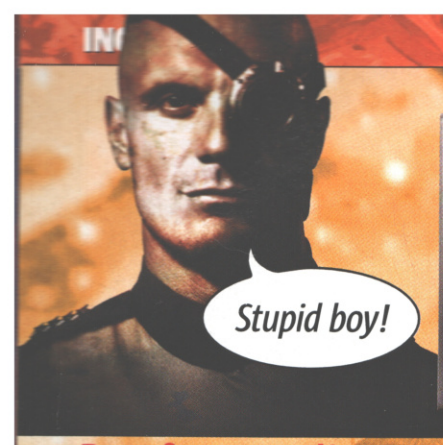
A much more puzzle-orientated experience than previous Resi games, but with a hefty quota of shocks among the increased brainwork involved. **Paul**

IT'S GOT

- More puzzles than other Resis
- Looks better than original GC Resi
- Cool guns that don't work that well

IT NEEDS

- A deeper plot to grip you sooner
- A little less conversation, a little more action



COMMAND & CONQUER GENERALS

Run for your lives, Capt 'Mainwaring' Walker's in charge of national defence!

■ PUBLISHER
EA GAMES
■ DEVELOPER
WESTWOOD/EA PACIFIC
■ OUT: FEB. 14

x8

IN A NUTSHELL

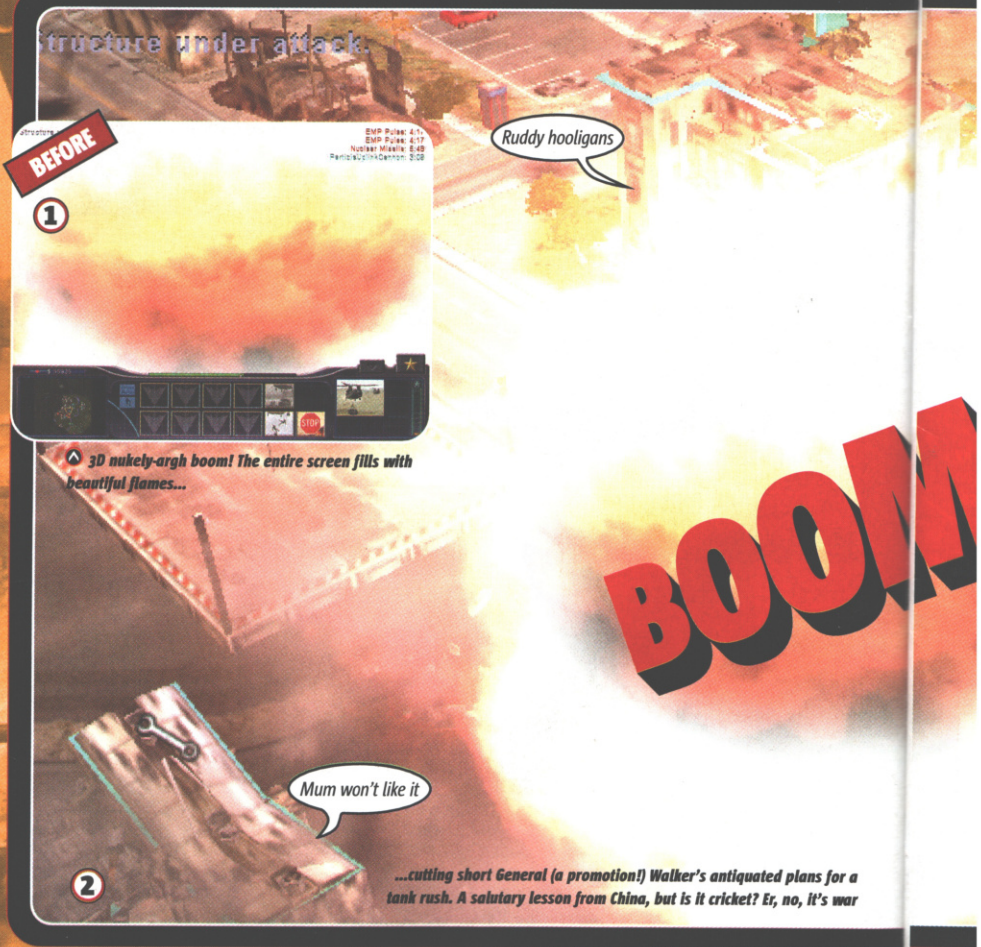
The guys that got rich making tiny tank gaming fun finally take their biggest brand into full 3D. It's the biggest gameplay overhaul yet with a significant effort to break out of the 'build mega base then tank rush' formula, but is still unmistakably C&C.

WWW.GENERALS.EA.COM

Gather round, men. Those Yanks at Westwood have been at it again, making more strategy games. Seems to be some sort of error, though. You can only play as the USA, China or some bally terrorists called the Global Liberation Army. No British side. Bah-humbug.

They aren't playing ball either. Only let CVG's Home Guard play online, so we can't tell you much about the one-player missions. Never mind. Put the kettle on, make us a brew and we'll tell you all about the multiplayer...

The little flying dustbins by the blue tanks are optional battle droids



3D nukely-argh boom! The entire screen fills with beautiful flames...

...cutting short General (a promotion!) Walker's antiquated plans for a tank rush. A salutary lesson from China, but is it cricket? Er, no, it's war

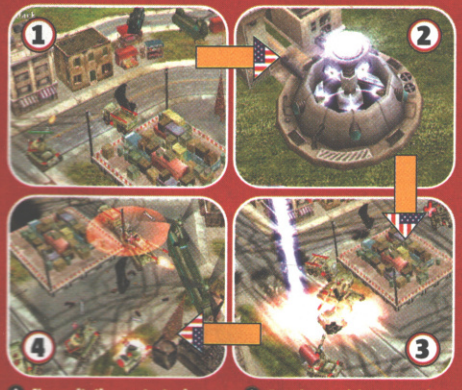
ILLOGISTICAL, CAPTAIN

Resource management has been simplified for Generals, but is still key to success. No more harvesting regenerating ores or Tiberium. Instead, you must control key supply dumps using army-specific multi-purpose collection units, forcing you to explore early and dominate key parts of the map for a steady flow of dosh. A little like the Z RTSs.

This factor alone seems to make for a faster, less predictable game with regular, smaller scraps and an opportunity for more varied tactics (we often found ourselves spread too thin and vulnerable to sneaky attacks). Once the supply dumps are empty, each side has a unique way of ensuring continued funds – airparcel drops for the US, and hacking or the black market for China and the GLA. Hmmm.

USA supply choppers come under fire at the supply dump

No tanks to defend your choppers? Hmm, maybe...



Necessitating a strategic withdrawal. Aka running away

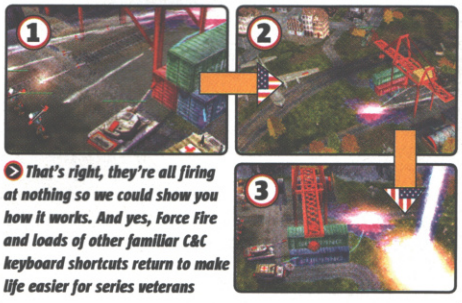
But the Particle Cannon is really an anti-building weapon

SPIN ME RIGHT ROUND, BABY...

Proper 3D means 360° camera and zoom – an essential addition to C&C's stable with so many buildings, hills and nuclear explosions obscuring your view. How this works using the mouse is intuitive but we found it a touch over-sensitive and would prefer to use the keyboard. Hopefully it'll all be fully customisable for release.

Mouse-scroll up and you zoom in. Pretty, but impractical

Scroll down to zoom out. Hold Mouse 3 and move to rotate



That's right, they're all firing at nothing so we could show you how it works. And yes, Force Fire and loads of other familiar C&C keyboard shortcuts return to make life easier for series veterans

MIND THE TRACKS

Some maps are criss-crossed with railways. We weren't sure if they had any strategic significance, so we blew them up anyway. After all, this *is* war.

UPLINK ARSE-UP

Careful what you do when preparing mega weapons like the familiar-looking Uplink Particle Cannon. The pinky circle over CVG's base (left) denotes the rough area of affect.

One wrong click here and...

...oh, bugger

Play as USA and your ambulance units can clean up radiated areas. Assuming you have any left

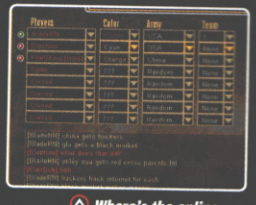
BASE-IC INSTINCT

C&C veterans will be instantly familiar with the base-building interface, but Generals introduces some interesting innovations to the basic structure and units and their unlocking tree, all army-specific, of course.

Most importantly, the version we played had no walls or gates at all, with simplified defensive structures, like the USA's Patriot missile systems, offering both ground and air cover. The message is clear: the best form of defence is attack. Also, units are upgradable in the field, so for 300 sheckles your Crusader tanks can each get battle droid protectors, and certain abilities and units are linked to your general (see seperate boxout). Buildings and units (even construction) also vary according to your chosen side. Here's a typical US base...

GENERAL ALERT

One of the most intriguing features is the generals themselves. Each side has a handful, and each brings with them different units, upgrades or special weapons that can only be accessed with enough experience. To do that you gotta start killing. We haven't seen how well it works in one-player, but it should, as in multiplayer, encourage you to attack.



Where's the online Choose General button?

So, still a little way to go then...

BUNKER IS DA FUNK

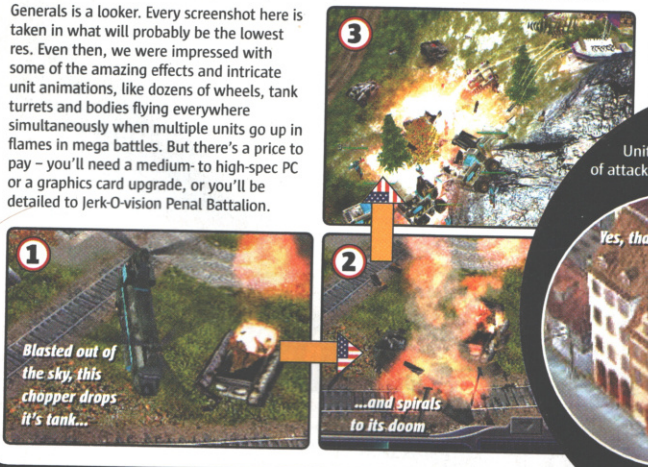
With less emphasis on constructing intricate base defences, Generals forces you to occupy as many strategic neutral buildings as you can as soon as possible. Supply dumps often have handy bunkers nearby, so once again the message is: attack, attack, attack!

Mix missile troops with machine-gunners when taking bunkers

PHEW-TIFUL!

Generals is a looker. Every screenshot here is taken in what will probably be the lowest res. Even then, we were impressed with some of the amazing effects and intricate unit animations, like dozens of wheels, tank turrets and bodies flying everywhere simultaneously when multiple units go up in flames in mega battles. But there's a price to pay – you'll need a medium- to high-spec PC or a graphics card upgrade, or you'll be detailed to Jerk-O-vision Penal Battalion.

You'd miss most of this cliff scrap if you spun the camera 180° to the default view



BOOM TIME

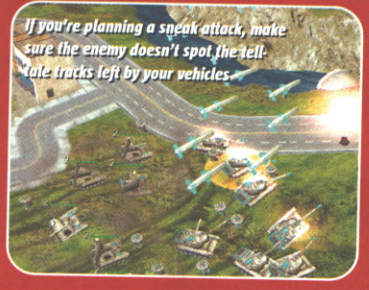
Units sometimes have multiple forms of attack, and you select which you want from the bottom interface. Why complicate the old context-sensitive cursor method? Because you have so many more options. It does take some getting used to, though.

Neutral buildings can be utterly razed

TANK-TICS

We found ourselves being forced to try new and more daring tactics – and quickly, especially on smaller maps. Sticking units that capture buildings into fast vehicles to grab oil derricks isn't a bad tactic for ensuring an initial cash boost.

But try two of you in a four- or more player map, and there's so much space that the pressure's off, making Generals feel more like the old days.



If you're planning a sneak attack, make sure the enemy doesn't spot the tell-tale tracks left by your vehicles...

CVG OPINION

Great-looking and a brave step towards reinventing the C&C formula. Should extend the appeal to a new fanbase without excluding the old. **Pete**

IT'S GOT

- Genuine gameplay innovations
- Faster and more challenging
- Spectacular effects

IT NEEDS

- To show CVG the one-player
- Rock solid solo missions and plot
- A map of the unit/structure tree

WAR OF THE MONSTERS

PUBLISHER
SONY
DEVELOPER
INCOG INC. ENTERTAINMENT
OUT: MARCH

x2

IN A NUTSHELL

Wrestle skyscraper-sized creatures in fully destructible metropolis-based arenas. A beat 'em up that's every bit as tongue-in-cheek as the Fifties sci-fi B-movies that it's based on.

US.PLAYSTATION.COM

War Of The Monsters is an outrageously tacky four-way romp. But in a good way! Kicking sophistication to the kerb, it focuses on providing you with spectacularly gratuitous battle scenarios in which cities get levelled in minutes.

Don't expect the kind of in-depth combat that you'd find in Virtua Fighter 4, though, because WOTM is unashamedly shallow. A beat 'em up no-brainer, this brawler aims to hook you with its juicy visuals, instant arcade action, massively interactive stages and corny sci-fi creatures.

CAUTION: INVASION OF THE BODY SLAMMERS

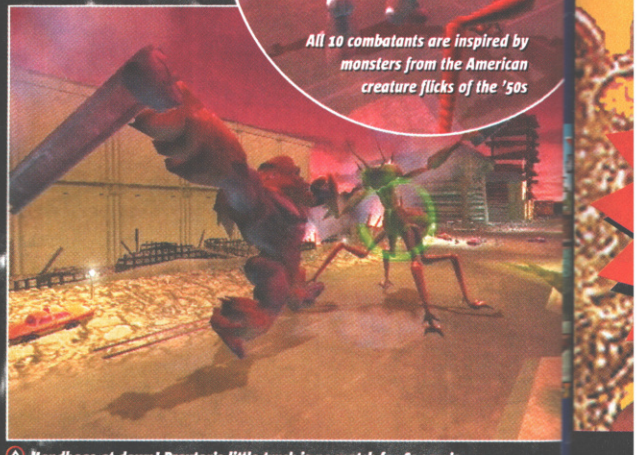
When CVG got hands-on with WOTM this month, we were pleasantly surprised by the cheesy B-movie atmosphere, evoked by the gaudy visuals and crazy sci-fi tunes. This sets the scene perfectly for the fantasy chaos that erupts in every bout.

It all kicks off! A giant gorilla hurls a praying mantis into a tower block, flattening it to the ground in a cloud of rubble. But before the hairy brick outhouse has a chance to move, he's been clubbed in the head by a classic '50s robot brandishing a bus.

Right, it's payback time! But the sneaky bugger's legged it up the side of a skyscraper out of the gorilla's reach. However, just when he thinks he's out of harm's way, the rust bucket gets his comeuppance in the form of a massive metal spear through the torso, courtesy of an electric mutant cyclops cunningly positioned on a nearby rooftop. It's carnage!

Stab enemies with giant shards of metal, plucked from the city streets below

All 10 combatants are inspired by monsters from the American creature flicks of the '50s



Handbags at dawn! Preytor's little truck is no match for Congar's massive concrete club. What is that? A broken piece of flyover?

TIME TO GET STREETWISE!

Tearing enemies to shreds is a riot. But you don't always have to rely on your alien limbs to carry out the beatings, because the streets are full of cool makeshift weapons that can be grabbed and used to duff up your opponents.

Wrench a radio tower out of the ground and beat other monsters on the head with it, impale an enemy with a girder, or pick up a truck and slam it into your attacker's face. Be creative!

Kineticlops scoops up a delivery van and hurls it at Robo

Congar, a blatant King Kong rip-off, grabs at a radio mast

Kineticlops attacks a giant Buzz Lightyear lookalike with a fierce electric haymaker

The 10 monsters are extremely simple to control, which makes combat dead easy to master. However, where WOTM might fall short is in its lack of speed and limited multiplayer modes. Whereas the likes of Power Stone and Smash Bros enable you to fight at ballistic high speeds with up to four players, WOTM moves along at a much slower pace and only offers two-player modes, with two other AI monsters making up the numbers. Sony surely has to address this before the game hits UK shelves in March.

Gang up and double-team enemies in the two-player modes

The over-the-top visuals and haunting sci-fi soundtrack really capture that all-important B-movie atmosphere

CVG OPINION

This riotous four-way fighter will feed your destructive tendencies. But a couple of minor gameplay cracks could do with plastering before its release. Mike

IT'S GOT

- Fully destructible environments
- Engrossing B-movie atmosphere
- Instinctive and simple controls

IT NEEDS

- More single and multiplayer, and a four-player!
- Online compatibility

Take on the best Pro Evolution Soccer 2 player in the UK and automatically qualify for the 2003 finals...

BEAT THE CHAMPION!

CHAMPION'S

PRO EVOLUTION SOCCER 2 TM

TOUR

GAME · UMBRO · KONAMI · games · games

WIN HARD CASH, EXCLUSIVE MERCHANDISE & SUBSCRIPTIONS!

PRIZES! If you manage to beat David, your skills will win you **£50** for your efforts, plus a certificate proving your greatness. Everyone that plays against David (guests not included – sorry!) will receive an **UMBRO/PES 2 shirt and kit bag** and will be entered into a prize draw to automatically qualify for the **2003 Regional Finals**, bypassing the preliminary heats. Entrants will also get the chance to **'Beat the Editor'** and take on the top Pro Evo player at CVG, with free subscriptions to the magazine on offer.

HAIL TO THE KING!

The greatest Pro Evolution Soccer 2 player in the country is preparing to put his title on the line. If you think you've got the skills and ability then it's time to put them to the ultimate test.

Konami, GAME and Computer And Video Games have organised two exclusive 'invite only' events where you'll get the chance to pit your wits against the UK PES 2 Champion David Sefah. David waltzed through the heats and regional finals before sweeping the board completely in the Grand Final, beating all the other finalists with ease. So can you succeed where many others have failed?

HOW TO ENTER

Select which of the two events you'd like to enter and send your name, age, address and contact details to the email address given. If you're one of the lucky ones to be invited to the Challenges you'll receive an invite in the post.

Email now – places are limited

Northern Challenge:
GAME,Unit 59, Arndale Centre,Manchester
Date: Wednesday 5th March, 6,30pm until 8.30pm
Email: pes2north@dennis.co.uk

Southern Challenge
GAME, Selbourne Centre, Walthamstow,London
Date: Wednesday 12th March, 6.30pm until 8.30pm
Email: pes2south@dennis.co.uk

Closing date for entrants is February 20th 2003. Those pulled out of the hat on that day will be contacted shortly afterwards and will need to confirm attendance. Maximum invitations per store are 25 plus one guest each. A full list of rules as well as the terms and conditions will be sent out to those invited shortly after their conformation of attendance. The terms and conditions can be obtained by sending a stamped-addressed envelope to Champion's Tour, Dennis Publishing, 30 Cleveland Street, London, W1T 4JD

PlayStation.2

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We found the CPU racers a bit too good in our preview version

RACING EVOLUZIONE

- DEVELOPER: INFOGRAMES
- PUBLISHER: MILESTONE
- OUT: MARCH

ONLINE GAMING

IN A NUTSHELL

Gorgeous-looking Xbox-exclusive racer where you make your name as a champion racer and as a bespoke racing brand too. Start off small, win races, earn cash and hire more staff to expand your stable from Lada to Lamborghini.

WWW.MILESTONE.IT

It seems every developer and his dog is content with trying – and usually failing – to emulate Sony's Gran Turismo series.

Racing Evoluzione's developer has gone full throttle to overtake the GT games by letting you build up an entire racing stable, from humble beginnings to world domination.

DON'T DREAM IT

Called the Dream Mode, it's a clever twist on the now-standard championship modes seen in every new racer. You start with a manky garage and a mechanic to help build your first car. As you enter races and earn money you can upgrade your car, change premises, invest in research and development for new vehicles and even start licensing out your cars for other people to race in.

Only extended play will tell us how well this works in practice, but from all that we've experienced, it looks like such an ambitious move will definitely set this Xbox racer way ahead of its rivals.

Of course there's an arcade mode as well as multiplayer driving, but it's the Dream Mode that's the most promising thing about RE. The absolutely jaw-dropping level of detail in the visuals and overall presentation can only help boost the game's already massive appeal.

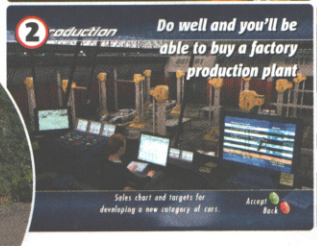
Rocky roads ahead as you enjoy the Mediterranean sunshine

Reports that this honey will strip if you do well are unconfirmed

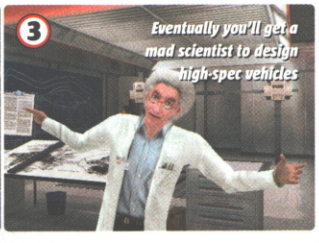
LIVING THE DREAM

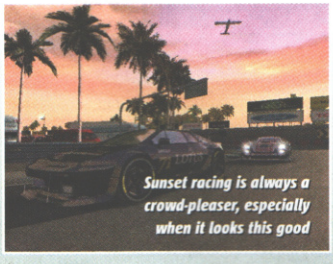
Racing Evoluzione's major pull has to be the Dream Mode, in which you can create and craft your very own customised racing brand. If the developer gets this feature right, it really could be an evolution in driving games.

1 You start to build your racing dream in this poky garage



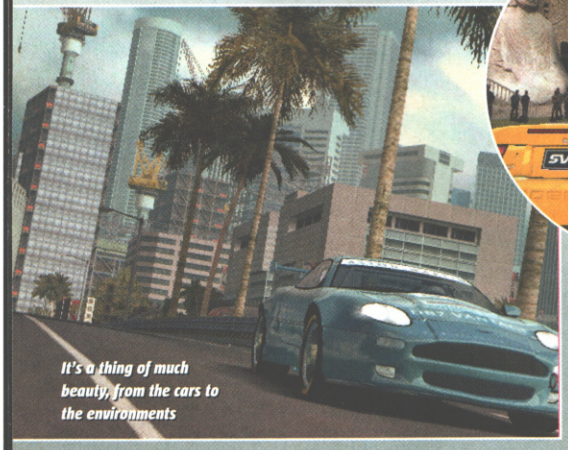
2 Do well and you'll be able to buy a factory production plant


3 Eventually you'll get a mad scientist to design high-spec vehicles


Sunset racing is always a crowd-pleaser, especially when it looks this good

From small acorns and all that – check out your empire

Take in the sights as you race the Asia Mountain course


It's a thing of much beauty, from the cars to the environments

It's not often we get over-excited about tarmac, but just look at the speed effect!

You can be creative with your liveries and even go Xbox-green if you really want to suck up to Bill

CVG OPINION

Most definitely one to watch with your engine revving, Racing Evoluzione could easily leave Sony's GT games flagging in a cloud of smoke. Lee

IT'S GOT

- Best-looking racer ever
- Enormous depth
- True originality

IT NEEDS

- To live up to its premise
- To be a touch easier than it is at the moment

the Mark of Kri

PUBLISHER SONY
DEVELOPER SCEA
OUT: MARCH 19

ONLINE GAMING

IN A NUTSHELL

If Walt Disney had got pumped up on steroids and gone postal, he'd have made The Mark Of Kri. This cartoon-action title's emphasis is on blood-drenched barbarian combat.

HTTP://UK.PLAYSTATION.COM/

What is it about great cartoon-style looks and ultra-violence? First Gungrave come along to give us sexy, shallow thrill-kills, and now The Mark Of Kri is here to combine Disney-quality visuals with a shedload of nut-busting. It's not surprising really, cos ex-Disney and Don Bluth artists worked on it. And we're not complaining. The Mark Of Kri is shaping up to be a top combat title.

YOU GOTTA HAVE A SYSTEM

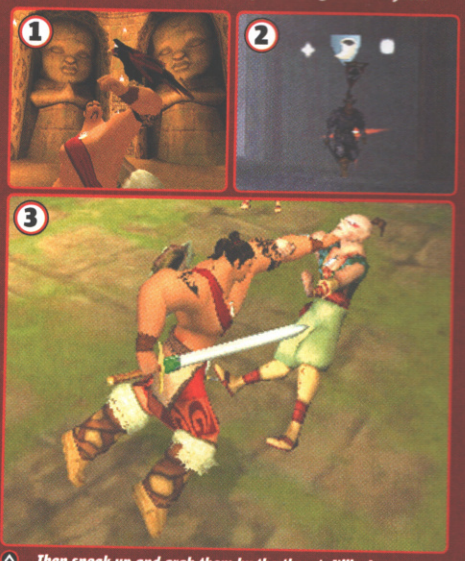
What makes The Mark Of Kri different to your run-of-the-mill fighter is the way hero Rau attacks. You target multiple enemies by sweeping the right analog stick over them. They're each assigned a different button. Then you're free to strike every enemy when you like, even if they're right behind you.

CHIRPY CHIRPY SNEAK SNEAK

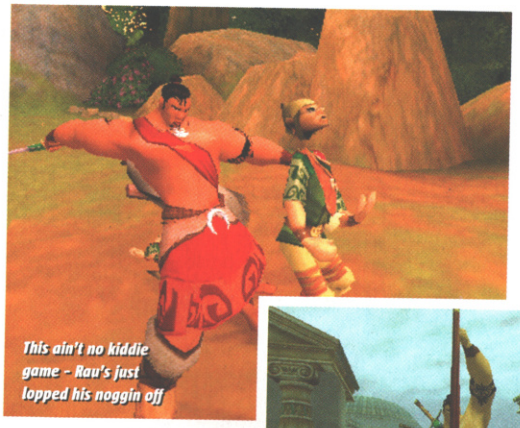
Rau may be a barbarian, but he's got a few tricks up his sleeve. With the help of Kuzo, you can look for enemies and prepare awesome and elaborate stealth attacks. It's man's new best friend.

Are you looking at my bird? This is Rau's spirit guide, Kuzo

Watch for deadly hidden foes through Kuzo's eyes...

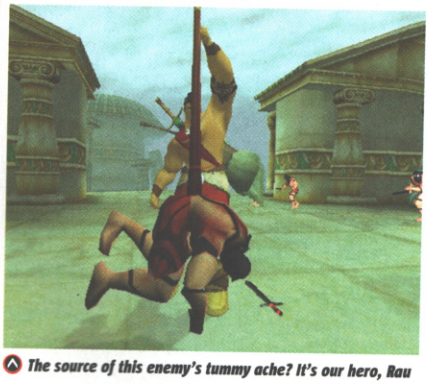


...Then sneak up and grab them by the throat. Niiice!



This ain't no kiddie game – Rau's just lopped his noggin off

Rau fights the deadly straw people! Okay, it's the training level



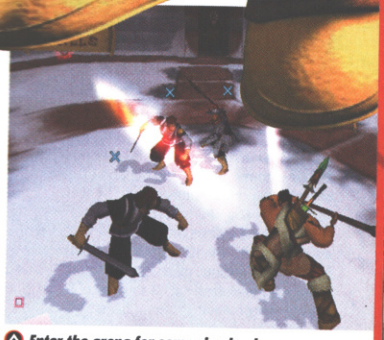
The source of this enemy's tummy ache? It's our hero, Rau

Watching Rau in action is like watching some kind of kill-themed performance art – he's graceful, huge and deadly in equal measure. It's no big deal to watch him skewer an enemy he's already beheaded.

We're glad to report that there's no faffing around with magic or spells when you pull off special moves. For once it's all about the speed and the accuracy of your attack, and it looks like there are plenty of moves to practise.

The way your enemy jerks spasmodically as you run him through with your sword just has to be seen. And when you're pulling off a particularly gory move, the other enemies will back off in sheer terror. Later on, you get to swap your sword for axes and bows, for even more deadly weapon-play.

You can get your hands on The Mark Of Kri come March, and we reckon it's going to be well worth a fumble.



Enter the arena for some simple, down-home, rootin'-tootin' bloodshed. It's great

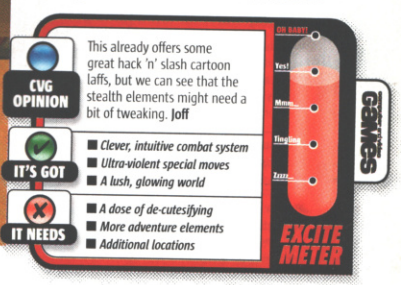
Barbarians just don't know the meaning of a fair fight. Huh!

Even the dead themselves aren't safe from Rau's fiery fury

CVG OPINION This already offers some great hack 'n' slash cartoon laffs, but we can see that the stealth elements might need a bit of tweaking. **Joff**

IT'S GOT
- Clever, intuitive combat system
- Ultra-violent special moves
- A lush, glowing world

IT NEEDS
- A dose of de-cutesifying
- More adventure elements
- Additional locations



PUBLISHER MICROSOFT
DEVELOPER MICROSOFT
OUT FEB
PC CD ROM
ONLINE GAMING TBC
WWW.MICROSOFT.COM/GAMES/IMPOSSIBLECREATURES

IMPOSSIBLE CREATURES

This is nonsense – but great nonsense. Fuse different animals together to solve puzzles in this strategy title.

Say you need to attack an enemy camp surrounded by brambles and slow-moving creatures. Combine a Cheetah with a Scorpion to create a blasphemous abomination called a Cheetion. He'll be fast enough to catch the slow animals and the insect exoskeleton will be impervious to the scratchy brambles.

It's a brilliant idea and it's likely to offer a major gameplay challenge too.

Such devilry! The demon spawn of Archerfish and Coyotes

CVG OPINION

It's certainly a weird idea, but we reckon it's a winning one too. The animal fusion should only be limited by the bounds of your imagination. **Lee**

IT'S GOT
- Original and neat idea
- Cool 1930's setting
- Massive game world

IT NEEDS
- Loads of animals to mutate
- Interesting multiplayer games
- To be accessible for non-RTS fans

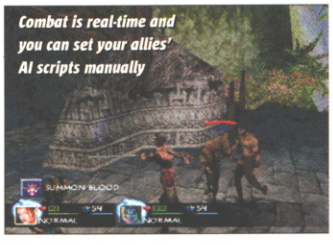
EXCITE METER

PUBLISHER THQ
DEVELOPER VOLITION
OUT SPRING/SUMMER
ONLINE GAMING
WWW.SUMMONER.COM

SUMMONER: THE PROPHECY

The weird but successful mixture of Summoner 2's console and PC-style role-playing conventions should be well received on the RPG-bereft GameCube.

The game will be the same as the PS2 adventure with slightly improved graphics. Expect an enormous quest as you control Maia – the Queen of Halassar with the ability to transform into giant summon beasts. Let's hope the AI's converted over to Cube successfully.


Combat is real-time and you can set your allies' AI scripts manually

CVG OPINION

There should be a few GC extras, but even as a straight port this is a decent role-player that requires a tactical brain as well as action skills. **Lee**

IT'S GOT
- Unusual main heroes
- Multiple characters to control
- Massive quest to beat

IT NEEDS
- A few new touches for GC
- To retain the excellent pace of the PS2 version

EXCITE METER

ZONE OF THE ENDERS
THE 2nd RUNNER

PUBLISHER KONAMI
DEVELOPER KONAMI
OUT MARCH
ONLINE GAMING

IN A NUTSHELL

Konami's killer sequel erupts with pure energy, hammering your senses with gorgeous robotic chaos. The 2nd Runner has ironed out all the gameplay creases of its predecessor, and aims to hit you with a supernova arcade action experience when it rockets into UK stores this March.

WWW.KONAMI.CO.UK

Spear your enemies with sharp metal poles and pin 'em to the walls

Slice 'n' dice your attackers till they pop in an impressive cloud of smoke

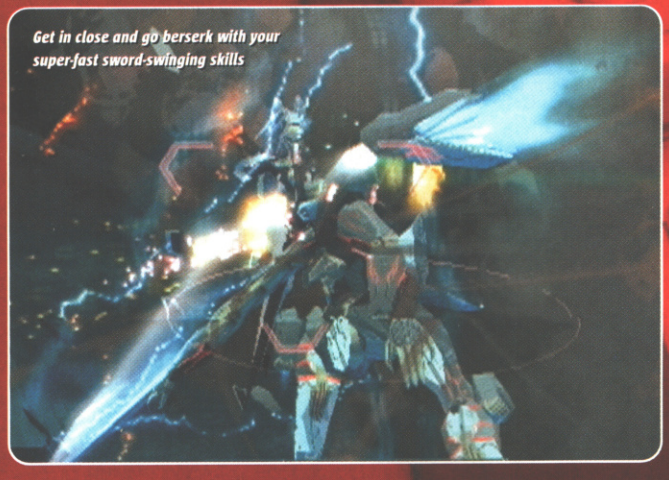
Rewind to 2001: the year of the robot game revolution. Zone Of The Enders was born on PS2! Weighing in at a few thousand megatons, this giant baby came out kicking and screaming. No other arcade, mech-based game has been able to drown out its cries... until now.

Fast-forward to present day. It's 2003 and ZOE's little brother has been gestating in Konami's fat belly for too long. In fact, here he comes. Breathe, squeeze... and push! There.

Cover up your ears and squint, because The 2nd Runner is deafeningly noisy, ultra-hyper and blindingly beautiful, leaving its older sibling looking about as adrenalin-fuelled and fresh-faced as a mute old man on a zimmer frame.

Use pylons like giant baseball bats!

The one-on-one boss battles are faster and far more dramatic this time


Get in close and go berserk with your super-fast sword-swinging skills

2ND RUNNER PICKS UP THE PACE

The original ZOE was an awesome experience, but by no means perfect. Most of the criticisms were levelled at the adventure being over too soon, the extreme similarities between environments, and the repetitiveness of the action once you got a few hours into your quest. But as we had all been hoping, these pitfalls have been addressed and remedied in this dazzling follow-up. And some!

MAKE AN IMPACT

You can now do far more damage to your surroundings, which makes the landscapes feel more believable and interactive.

Grab an enemy, lob 'em into a snow-covered hill, and watch 'em explode into icy dust. Then fire a laser beam at a bank of futuristic machinery and relish the cataclysmic results. There's indescribable joy to be found in seeing your surroundings crumble under the mammoth weight of your sheer power. Mwa-ha-ha!

You notice a whopping great crack gaping in the cliff side

This is clearly a weak spot so fire a powerful blast...

...and the wall of rock collapses, opening up a new area

My... eyes... are... blee-ding! The 2nd Runner's explosions are visually overwhelming

ROYAL RUMBLE

First off, Konami has varied the style of environments significantly from stage to stage, ensuring the eye candy never becomes predictable. We are also promised a much bigger adventure than ZOE's last outing, although CVG has only had access to a three-level build of the game to date. More importantly, though, The 2nd Runner boasts a bevy of snazzy new gameplay features.

Armies of attackers now populate every level. You'll frequently find yourself surrounded by 50 or so enemies, which forces you to jet around more maniacally than ever, and encourages you to adopt new fighting strategies. You're already equipped to cope with hoards of multiple attackers, as you can now target and engage loads of enemies at once.

When you wade in, ready to go toe-to-toe, you're armed with more close-combat manoeuvres, including the ability to violently swing enemies round in circles and send them hurtling into nearby objects. What's more, you can pluck huge metal poles out of the ground and use them like giant baseball bats, or lob them like spears!

The action is tied together with brilliant new Manga-style cutscenes that fit in seamlessly with the action. "But it's cel-shaded!" you wail.

Charge up and then let rip on Ardjet's ass with your all-powerful laser beam

Try to discover boss characters' weaknesses as soon as possible

Make like a nimble-footed, giant metal ninja and dodge the incoming lasers

"Taste my steely blade, you nasty 'borg!"

Bring the house down! Get into a brawl and smash up your surroundings in the process

FIFTY TO ONE: YIKES!

The 2nd Runner's immensely chaotic battle scenarios are spectacular. Unlike the original ZOE where there are only a handful of attackers on screen at any one time, now you have to cope with up to 50 or so! Your field of vision, therefore, is often a haze of activity, as armies of swarming metallic enemies surround and attack you from all angles. But this sequel enables you to lock on to and destroy tons of multiple attackers at once, making for some amazingly spectacular fight scenes.

Swarms of small robots pummel you from every direction

Lock onto multiple enemies, and take out dozens of foes with a single shot

MANGA-NIFICENT

Cel-shading is overused these days, but ZOE's sequel proves that when done properly it can look overwhelmingly impressive.

Unlike the 'painting by numbers' technique used by other titles, The 2nd Runner doesn't opt for huge blocks of colour, the likes of which make a game look kiddy. On the contrary, the visuals are amazingly complex and intricate, like a Manga cartoon. The stunningly detailed characters and environments are overlaid with spectacular explosions and realistic weather effects.

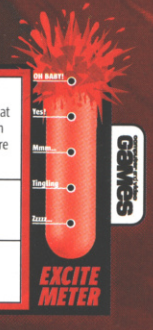
The action is really brought to life thanks to the introduction of eye-watering movement and collision effects, as your robot darts around and engages in combat. Grab the Kleenex, and wipe those peepers!

Improved and even crazier than before, The 2nd Runner is certain to impress fans of its predecessor and blow newcomers out of their seats.

CVG OPINION Mega-charged sequel to the hottest robot game on PS2 that hits you from every angle with manic arcade action. A sure-fire sci-fi superstar! **Mike**

IT'S GOT
- Insane battle scenarios
- Scrumptious visuals
- It's fast as hell

IT NEEDS
- Multiplayer modes
- Online compatibility



PRIMAL
PlayStation 2
THE THIRD PLACE

STARSKY & HUTCH™

PUBLISHER EMPIRE
DEVELOPER MINDS EYE PRODUCTIONS
OUT: MARCH/APRIL

IN A NUTSHELL

Driving and shooting cheese 'em up where you play as both members of the '70s crime-busting team. The cool hybrid of playing styles evokes GTA, Stuntman, Crazy Taxi and Project Gotham Racing.

XBOX
PC

WWW.MINDS-EYE.NET

Grab the tyre icon to increase your traction for a bit. Feel the friction!

Shoot the barriers and they'll go up. Handy that

Here they are - the deadly crime fighting duo in their awful nylon clothes

Chances are you won't remember Starsky & Hutch, the American TV show from the 1970s.

Hell, we're as old as the hills and even our recollection of the crime-fighting duo strutting and solving the funkiest of crimes is a bit fuzzy. But that's all set to change this year with a new Starsky remake movie coming out, as well as this racing/driving/stunt 'em up, licensed from the original show.

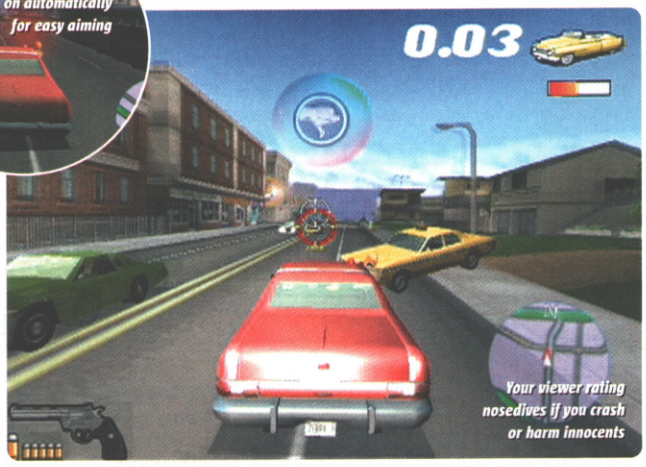
PLEASE PLEASE ME

The focus is on fun and crowd-pleasing driving action. A viewer rating in the top of the screen counts down if you miss bad stunts or shoot innocent civvies, but skyrockets when you perform eye-popping stunts or are a particularly sharp shot with your gun.

What's most exciting is the fact that you have to both drive and shoot during the 30-plus missions. You can do this solo using the pad, or you can get a mate to help by either driving or shooting with a pad or lightgun. Which is great, because that's when the two of you together really BECOME Starsky and Hutch. Failing that, you can play solo using a wheel and gun, taking corners like you're behind the wheel of some hotrod cheesemobile. Should be good, in spite of all the porno moustaches and distressing disco daywear.

Pull a special stunt and the camera swoops around like this

Your targets lock on automatically for easy aiming

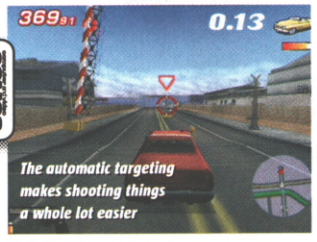


Your viewer rating nosedives if you crash or harm innocents

CVG OPINION
A long way to go but the cool mix of styles and the options to play with a mate and a gun-and-wheel combo should turn out to be a really good laugh. **Lee**

IT'S GOT
- Retro appeal for show fans
- Large city environments
- Play with a mate, wheel or gun

IT NEEDS
- The difficulty to be balanced between different ways of play
- People to care about old licences



The automatic targeting makes shooting things a whole lot easier

Natural and unnatural hazards like oil slicks will interrupt your driving

PUBLISHER TITUS
DEVELOPER TITUS
OUT: MARCH

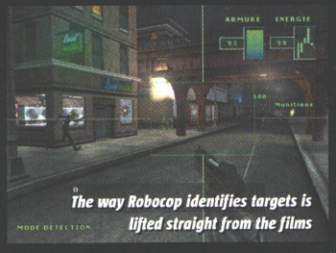
PS2 & GBA

WWW.ROBOCOP-GAME.COM

ROBOCOP

Is it your dream to be Robocop? It's okay, it doesn't involve being shot to pieces in a warehouse by some drug dealers. The power of videogames can make you The Future of Law Enforcement.

In this first-person shooter, targets are tracked exactly as they are in the movie. You eat baby food to regain health, and have to follow your prime objectives. The whole city is against you, though, thanks to OCP, who has framed you for murder. Get 'em back!



The way Robocop identifies targets is lifted straight from the films

CVG OPINION
Robocop is a certainly a cool character and some of the levels are nice, but this isn't in the same league as Halo and TimeSplitters 2. **Dean**

IT'S GOT
- Atmospheric settings
- Authentic Robocop feel
- The awesome ED-209

IT NEEDS
- Much more violence
- More gameplay variety
- An injection of humour

EXCITE METER

PUBLISHER THQ
DEVELOPER WARTHOG
OUT: FEB

X4

WWW.THQ.COM/BATTLEBOTS/

BATTLEBOTS

BattleBots is where you'd normally get all your robot-battling kicks from if you lived in the US. The show is basically Robot Wars with an annoying Yank accent, and the game is pretty much identical to the BBC's Robot Wars Extreme Destruction.

Build your own Bot and upgrade it as you win matches, play multiplayer games, unlock secret house robots and generally kick metallic butt... you know the score.

The real-time metal denting effects will please metal heads

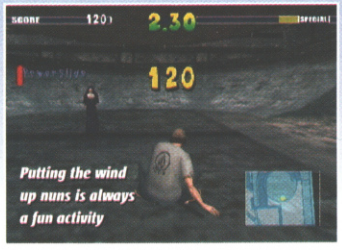
CVG OPINION
The recent Robot Wars games were great fun but lacking in polish, so BattleBots could do very well over here if the quality is pushed high enough. **Lee**

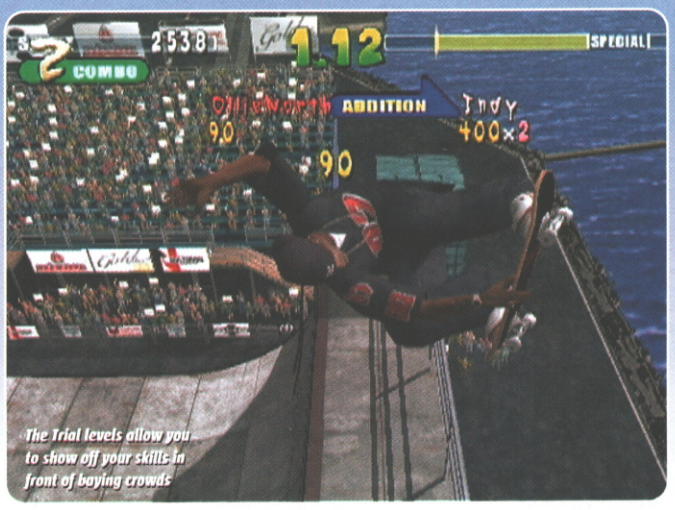
IT'S GOT
- Robots with axes attached!
- Cool multiplayer modes
- No Craig Charles!

IT NEEDS
- To be more than just a rip-off of someone else's idea
- To be more polished than RW

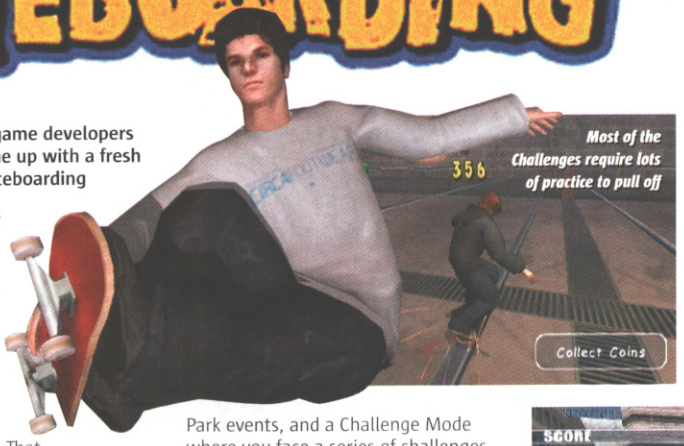
EXCITE METER

Light up your Special Gauge to perform one of five Special Moves


Putting the wind up nuns is always a fun activity


The Trial levels allow you to show off your skills in front of baying crowds

EVOLUTION SKATEBOARDING


Most of the Challenges require lots of practice to pull off

- PUBLISHER: KONAMI EUROPE
- DEVELOPER: KONAMI EUROPE
- OUT: FEBRUARY

IN A NUTSHELL

An arcade-style skateboarding game that attempts to break Tony Hawk's vice-like stranglehold on the genre by introducing Boss Battling elements alongside all the usual bumps and grinds.

WWW.KONAMI.COM/EVOLUTIONSKATE/

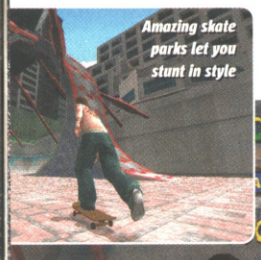
Pity the poor game developers trying to come up with a fresh and innovative skateboarding game beneath the looming shadow of the Tony Hawk's Pro Skater series.

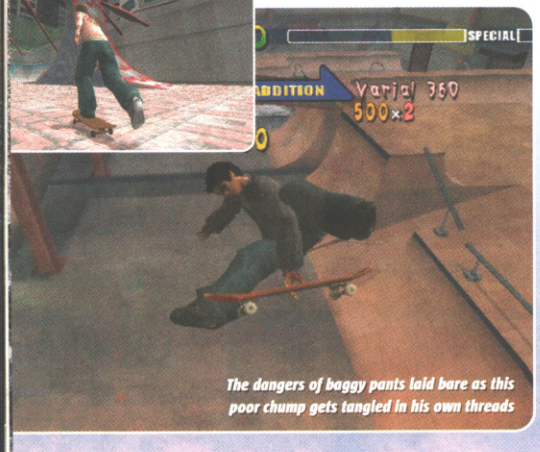
With THPS4 looking like the best instalment yet, it will take something quite spectacular to end the Hawkster's rightful dominance. That doesn't mean they don't try, it's just so far no one's come anywhere near.

Evolution Skateboarding attempts to out-skate Tony on his own turf, but still looks like it might end up bailing face down in the gravel, baggy shorts flapping in the breeze.

There are several different gameplay options, including a Trial mode where you get to compete against rival skaters in Park events, and a Challenge Mode where you face a series of challenges such as grinding rails to collect tokens or finding a hidden object.

In Arcade Mode many of the locations look a bit drab, although there are the notable exceptions of the sparkling Aegean Sea setting and the unusual Ruins location.


Amazing skate parks let you stunt in style


The dangers of baggy pants laid bare as this poor chump gets tangled in his own threads

SKATEBOARDING: THE RIVALS

Most worrying, though, is the way the game plays. Grinds, Ollies, Grab tricks and Flips are set up similarly to how they are in THPS, but the controls are infuriatingly sluggish. Somehow, the promise of battling giant spider bosses at the end of such tortuous button-bashing palls in comparison to the thrill of spending a few hours with the Hawkmeister and friends.

The gear-editing screens allow you to choose stickers to decorate your board with, which is nice

Solid Snake makes a guest appearance in the game. Could this be him? And is that a skirt?

PHILLY CHEESE

The main thrust of the gameplay revolves around Arcade Mode. Here you get to guide your chosen skater through mission-based stages in which you have to complete various tasks on a checklist (hmmm, sound familiar?). These range from collecting lumps of cheese to ringing a series of bells.

The Philly level has similar tasks to THPS2 – that's two Hawk games ago!

Smash orange crates in the Aegean Sea level to progress. Just don't ask why

Each level has one unique task specific to each skater, which is a cool touch

The Tokyo levels look a bit more like a multistorey carpark in Bracknell than the sprawling metropolis it should be, but at least there's pizza

CVG OPINION

Who cares if you get to battle giant end-of-level bosses if the controls handle so poorly? Unlikely to trouble Tony's lofty skate-king position. Maura

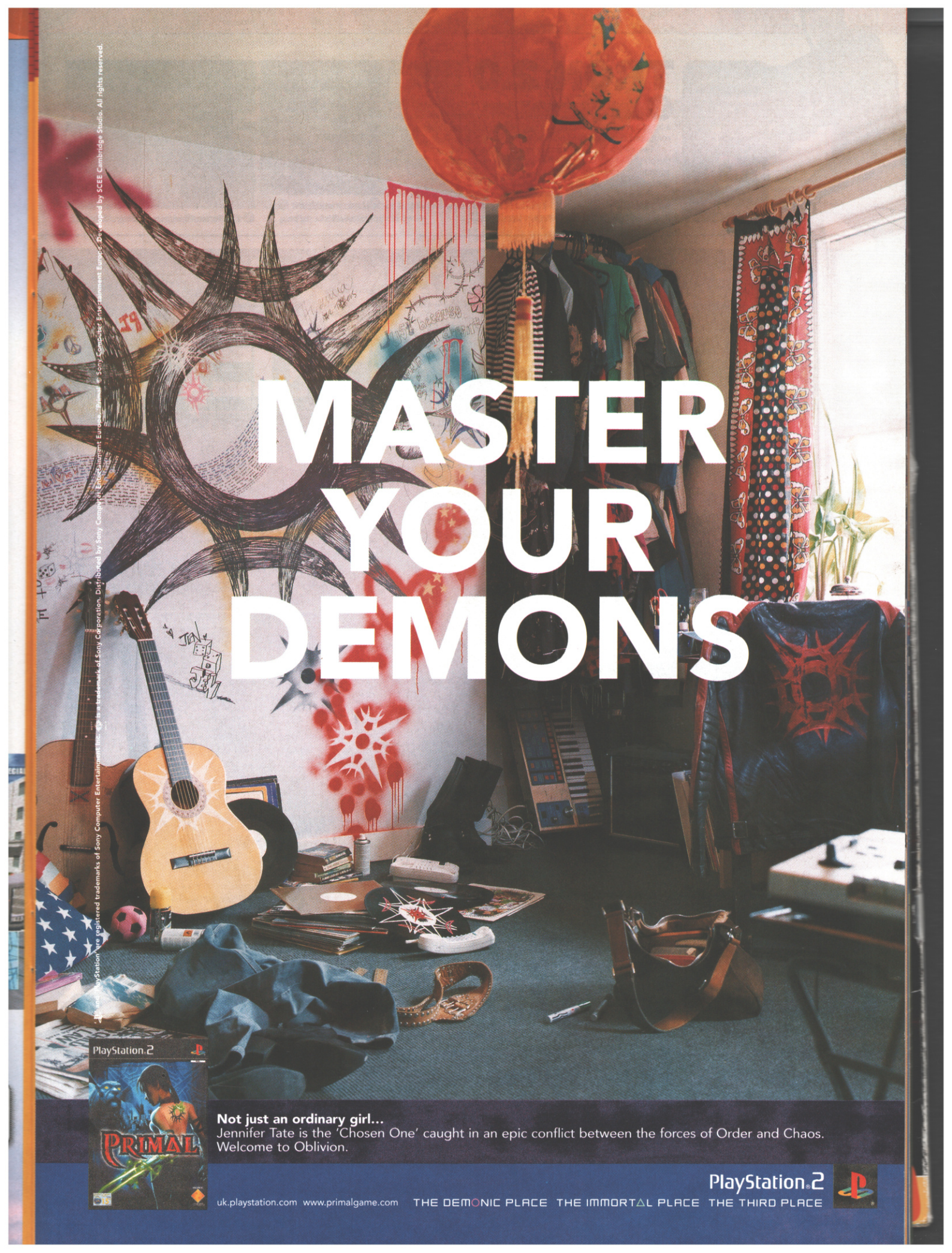
IT'S GOT

- Unique missions for each skater
- 70 moves to learn
- Boss Skate Mode

IT NEEDS

- Better environments
- Overhaul of sluggish handling
- Tony Hawk

EXCITE METER


MASTER YOUR DEMONS
PlayStation 2
PRIMAL
Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion.
PlayStation 2
uk.playstation.com www.primalgame.com
THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

PUBLISHER
DISNEY INTERACTIVE
DEVELOPER
INFOGRAMES
OUT: SPRING

x32

WWW.TRON20.NET

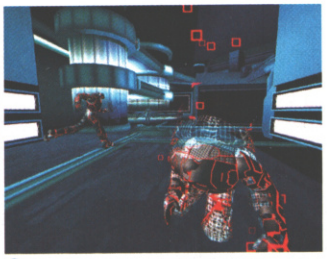
TRON 2.0

You might not remember the TRON movie of 1982. We do, because here at CVG, we remember everything. The movie had a bit of a weak story but who cares? The wire-frame world of super-computers was always going to make a good game.

Twenty years later, that game is about to happen. TRON 2.0 is set in the present (that is, 20 years after the movie) and is a first-person adventure that takes place once again inside the giant Encom computer system. It looks amazing and stays true to the style of the movie.

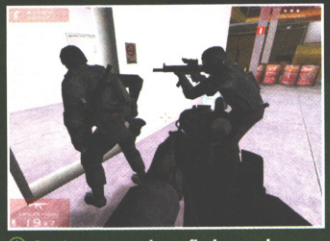
The game is being developed by the same bods lurking behind the wondrous No One Lives Forever 2, so all in all, the prognosis is very healthy indeed for this retro-futuristic frag 'em up.

Looks a load better than the movie it's based on...



The Cluster Disc causes disintegration

TOM CLANCY'S RAINBOW SIX 3: RAVEN SHIELD



Avert your eyes when a flash grenade goes off, or it will leave you seeing double

PUBLISHER
UBI SOFT
DEVELOPER
UBI SOFT MONTREAL
OUT: FEB. 21

x16

IN A NUTSHELL

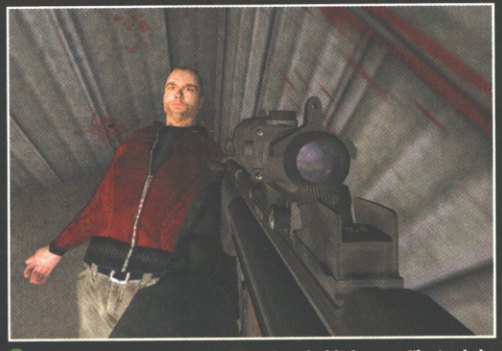
Professional, precise, quick-thinking and deadly! Essential qualities needed to get ahead in Raven Shield. And you can expect even more hardcore, strategic, team-based anti-terrorist action from Rainbow Six's newest recruit.

WWW.RAVEN-SHIELD.COM

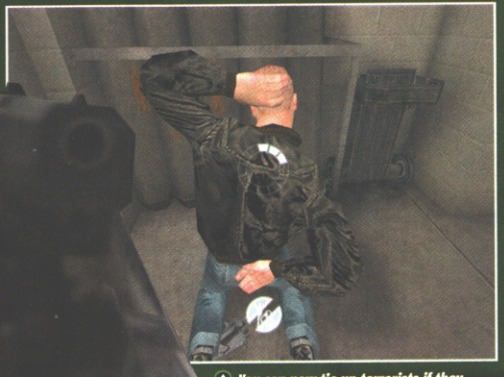
A subtle peek round the corner and all's clear! Your heartbeat sensor detects a presence nearby, beyond the door at the end of the corridor. By aiming at the door and holding down the space bar, a command menu pops up. The terrorist lurking on the other side is scum, so you'll want to make him suffer. A whole lot.

You opt for the 'Open, Grenade & Clear' option, and select a tear gas grenade. In a flash, your team storms forward and carries out your instructions. Problem is they've lobbed a tear gas grenade into a room about the size of a broom cupboard, so the gas starts pouring back down the corridor. Oopsie-daisy!

The screen begins to go hazy and soon you're seeing double, your movements becoming painfully sluggish. As you and your men bumble blindly back down the corridor, crying and coughing, you trip on an enemy grenade, blowing every member of your team into smithereens. Mission failed! All because of bad planning.



The developers didn't want to go overboard with the gore. Nice try, lads



You can now tie up terrorists if they surrender, rather than simply braining them

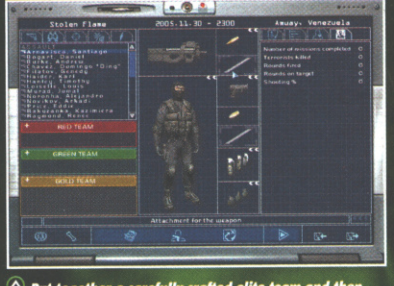
THINK LIKE A SCOUT! BE PREPARED!

Raven Shield stays faithful to the traditional attitude of Rainbow Six gameplay, where preparation and planning are essential. Learning the basic layout of an area that you're intending to infiltrate is super-important, and understanding which specialist soldiers and equipment you'll need for the job will often determine whether or not your mission will be a success.

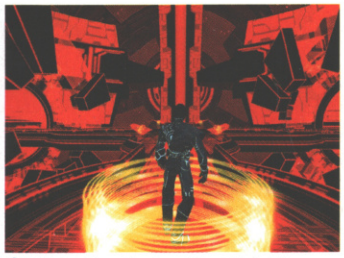
However, although Raven Shield has stayed close to its roots, updated visuals, a whole load of new tactical features and gameplay nips and tucks mean that it already feels like an improvement over Rogue Spear.

For starters, the planning menus are much more user-friendly and easy

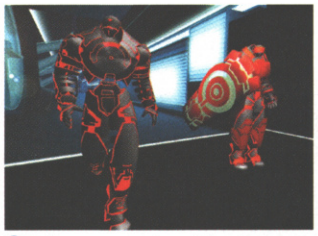
You can attach a scope to almost any weapon. Now that's a result!



Put together a carefully crafted elite team and then make sure they're seriously tooled up



This is a firewall, viewed from the inside



Bad programs are dressed in red, the good guys in blue. That's the easy bit

The movie's captured perfectly by the game

CVG OPINION

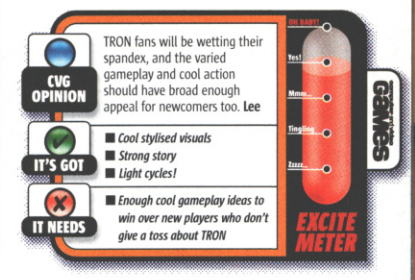
TRON fans will be wetting their spandex, and the varied gameplay and cool action should have broad enough appeal for newcomers too. **Lee**

IT'S GOT

- Cool stylised visuals
- Strong story
- Light cycles!

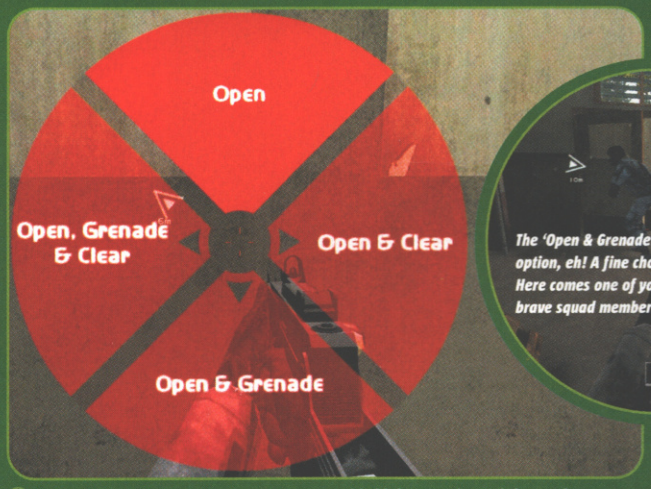
IT NEEDS

- Enough cool gameplay ideas to win over new players who don't give a toss about TRON

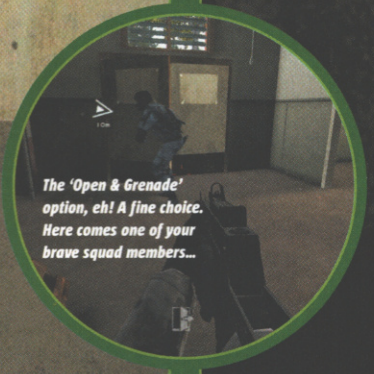


TAKE CONTROL OF THE SITUATION

You never know how many terrorists could be hiding behind the next door, so it's a good idea to approach every new area with a plan. Whether you're going solo with a smoke grenade and an AK-47 or sending in the boys, you must make the right decision. And once you do, be sure to execute your plan with extreme precision.

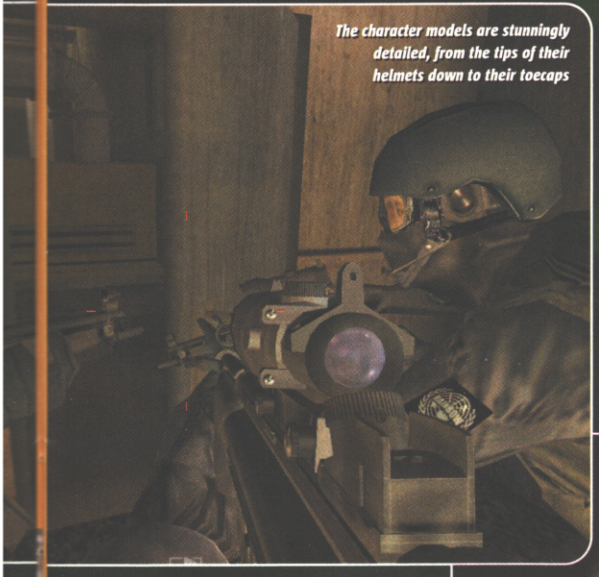


Fix the aiming reticule on the door, and press and hold the space bar to bring up the menu



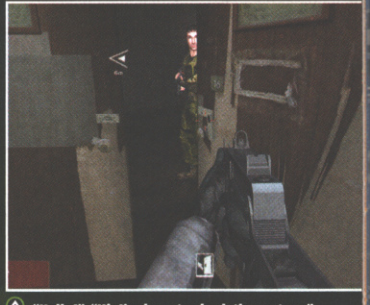
The 'Open & Grenade' option, eh! A fine choice. Here comes one of your brave squad members...

...and in goes the frag grenade. Ka-boom! "Area secured, SIR!" Job well done



The character models are stunningly detailed, from the tips of their helmets down to their toecaps

Time to get anal: you can plan your mission down to every last tiny little detail, and take a 3D walkthrough of every team's route



"Hello!" "Hi, I'm here to check the meter..." "Oh come in!" "Not really, I'm here to kill you!"

to negotiate, while the updated and improved team command system is extremely intuitive. In addition, new moves such as the 'gradual peek' and the 'prone position' provide you with a bunch of alternative methods with which to tackle scenarios.

You can now lean out from behind cover at any angle by pressing the control button and gently nudging the mouse sideways. This ultra-precise ability is especially handy when you have to remain extremely stealthy, and only want to lean out at a very shallow angle. Meanwhile, being able to hit the deck and crawl on your belly in the prone position enables you to be super-sneaky and to access heaps of new low-level areas.

Raven Shield's arsenal of new features will no doubt ensure it goes down a storm with diehard fans of squad-based tactical shooters. Whether it can break into the mainstream and appeal to regular FPS lovers too will be revealed in next month's definitive CVG review.

You'll find yourself using your night-vision goggles as much as your natural, God-given sight

CVG OPINION

Spruced up with heaps of new practical and exciting gameplay improvements, this instalment could be the sharpest shooter in the series. **Mike`**

IT'S GOT

- Ruthless but rewarding gameplay
- Hundreds of realistic weapons
- Convincing rag-doll physics

IT NEEDS

- Less flat-looking environments
- More of the single-player Campaign missions

PUBLISHER
CAPCOM EUROSOFT
DEVELOPER
CAPCOM
OUT: MARCH 28

ONLINE GAMING

IN A NUTSHELL

First-play of the super-charged sequel to probably the coolest game on PS2. Find out just how Dante's and Lucia's games play, details on the new demon powers and the awesome refinements over the original.

PS2

WWW.CAPCOM.COM/DMC2

UPDATE!

DEVIL MAY CRY 2

Two half-demonic heroes for the price of one in this action-adventure inferno

It's a case of double trouble for the return of Capcom's 'Stylish Hard' sequel. Double the length of playing time, double the amount of environments to explore and double the resolution for the gut-busting visuals. There are two characters with two different paths through the game – heck, the thing even comes on two discs. We'd put money on the fact you'll have at least twice the amount of fun too.

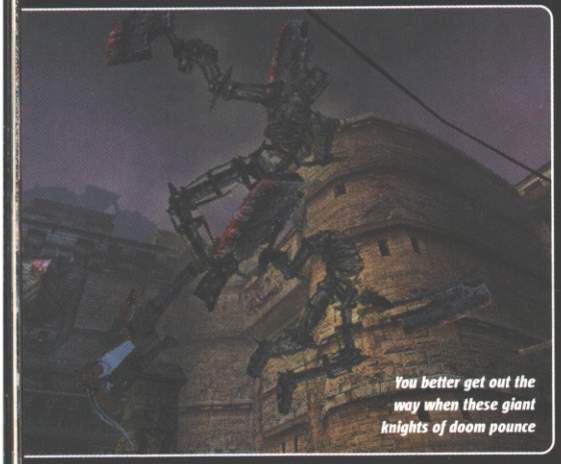
As before, your kill rating appears at the top right for each victory

LOO-CHI-AAH

DMC 2 is far more than just more of the same with knobs on. Taking all the fantastic bits from the impossibly stylish original, it enhances and reworks almost every aspect – with some explosive extras.

The game is being developed by a separate team led by Tsuyoshi Tanaka rather than the original's director – the legendary Shinji Mikami. It also uses a brand new engine that allows for even crisper-resolution visuals, more expansive environments and loads more demons on screen.

Dante's tasty sword stings these wraiths' undead flesh

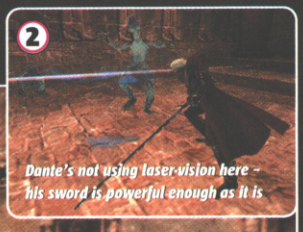


You better get out the way when these giant knights of doom pounce

JUGGLY BUGGLY

Wanna know why it's called 'Stylish Hard' action? It's all about the way you dispatch enemies. Juggling bad guys in the air with sword slashes before tearing their flesh apart with shotgun fire is stylish. Simply hacking away with the same old attack is not. You get loads more weapons to help you fight with style in this sequel.

Lucia's close combat appears to involve lots of flurries of feet



Dante's not using laser-vision here – his sword is powerful enough as it is

Simple shooting won't score you many cool points so be daring

Graphical detail reaches the stratosphere, thanks to sexy new technology the game uses

We're no fashion gurus, but we're not at all sure about Lucia's choice of pashmina

The giant eye carved in the wall must have some special meaning for you to discover

Don't make us choose between demon Dante and regular Dante

He's such a poseur, but with rock star looks and demon blood, so would we be

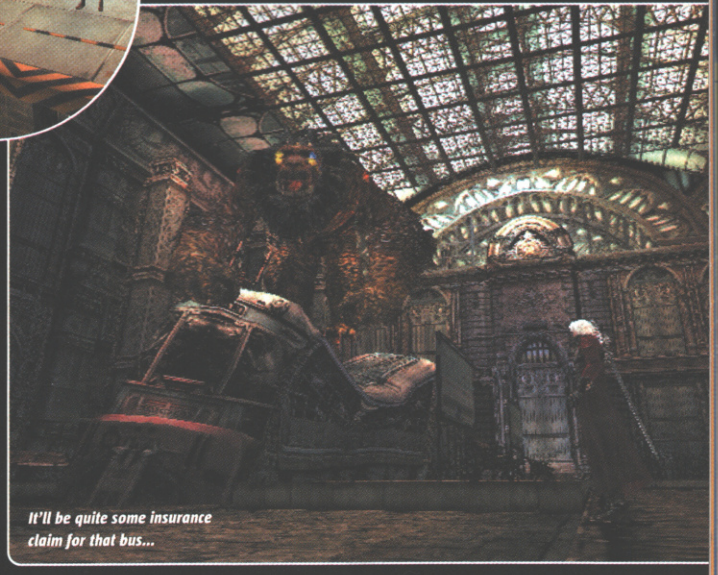
A new development team means brand new ideas. DMC 2 is in danger of imploding under the pressure of its own girth, it's that jam-packed with additions. The biggest of these is the inclusion of a whole new character, Lucia. You can choose to play as the new streamlined Dante, or as mysterious beauty Lucia, from the start screen. The two heroes' stories are skilfully interwoven but represent two different journeys through the same territory.

During the first mission, for instance, Dante begins at one end of the map, while Lucia's game starts at the other. Their goal may well be the same (to obtain the Aerial heart – more on this later) but the demons and puzzles they encounter will normally be different.

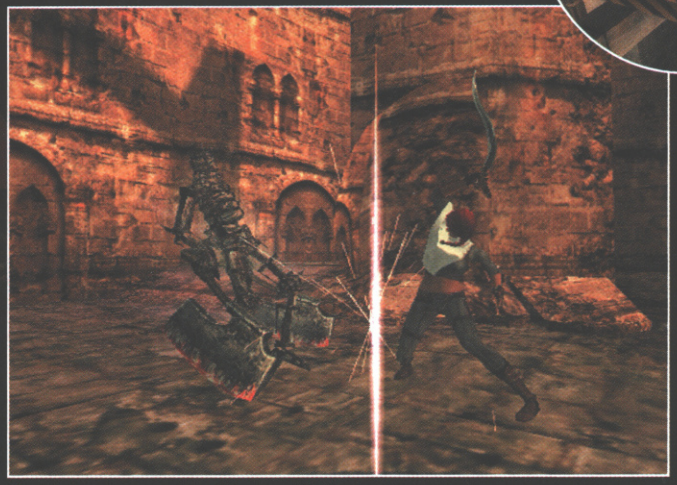
For example, Lucia's path is

Expect amazing boss fights with graphics that will make your head pop

The calm before the storm, we're sure



It'll be quite some insurance claim for that bus...



Lucia doesn't seem to be at all impressed by the size of her rival's choppers

This looks particularly lovely when set in motion with full lighting effects

How can you shoot to kill when your target is already dead?

Hmm, lots of pillars. Could it be a puzzle?

Special effects dominate the entire screen

blocked by a door with an orb seal, for which she won't have enough orbs. While Lucia has to go on an orb hunt before she can pass, Dante – approaching from the other side – has no seal to deal with and can just bluster on through. The interplay between their two stories is told out through cutscenes where, if you're playing as Dante, Lucia will pop up from time to time and vice versa.

GET BESTIAL!

The way you dispatch the demons that plague your progress through the levels is improved for the sequel. If you've been following the game's progress, you'll already know that Dante and Lucia can run up walls and shoot in multiple directions.

What could be possibly be cooler than targeting a foe both ahead and behind and firing simultaneously from your twin pistols of death? Well, try this little lot for size...

Landing enough hits lets the demonic duo transform into violently demonic forms of fury-spitting hell, just as in the first game. This time, however, the Devil Triggers are greatly enhanced and you'll be using them a lot more. Each of your heroes has an amulet with three slots in it. Then, by placing the items you find during your quest into the correct sockets, you can access new abilities when you're in Devil State.

Of these upgrades, we've seen the Aerial Heart that lets you fly in demon form and perform astounding aerial attacks and stunts, and the Electroheart lightning attack that grills bad guys more thoroughly than an industrial sized Breville sandwich toaster. There are loads more items to find and equip, and we reckon you'll be kicking ass harder and faster than in any other action game next year.

You can expect to read a lot more about Devil May Cry 2 in the run-up to its March UK release, but in the meantime, ogle these demonic shots in appropriately slack-jawed stupefaction.

BEAST CHANGE!

Dante is the son of demon overlord Sparda and a human mother, which sort of explains how he transforms from dashing hero to devilish demon. We wonder how it is Lucia can also turn into a demon in the same way Dante can. Could there be some possible major plot development that explains lovely Lucia's demonic heritage? Capcom's lips are so tight we can hear them squeaking. Pfffttf.

You won't be wanting to make Dante too angry when he's in his devil form

Equip items with the amulet and give your heroes cool new powers

Lucia's Devil State looks more angelic to us, but she packs a punch

CVG OPINION

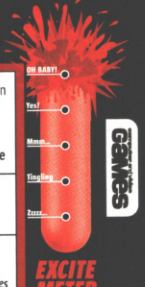
Capcom has really gone to town to deliver an amazing action title that plays super-smooth, stylish and hard. Surely one of the biggest games of 2003. **Lee**

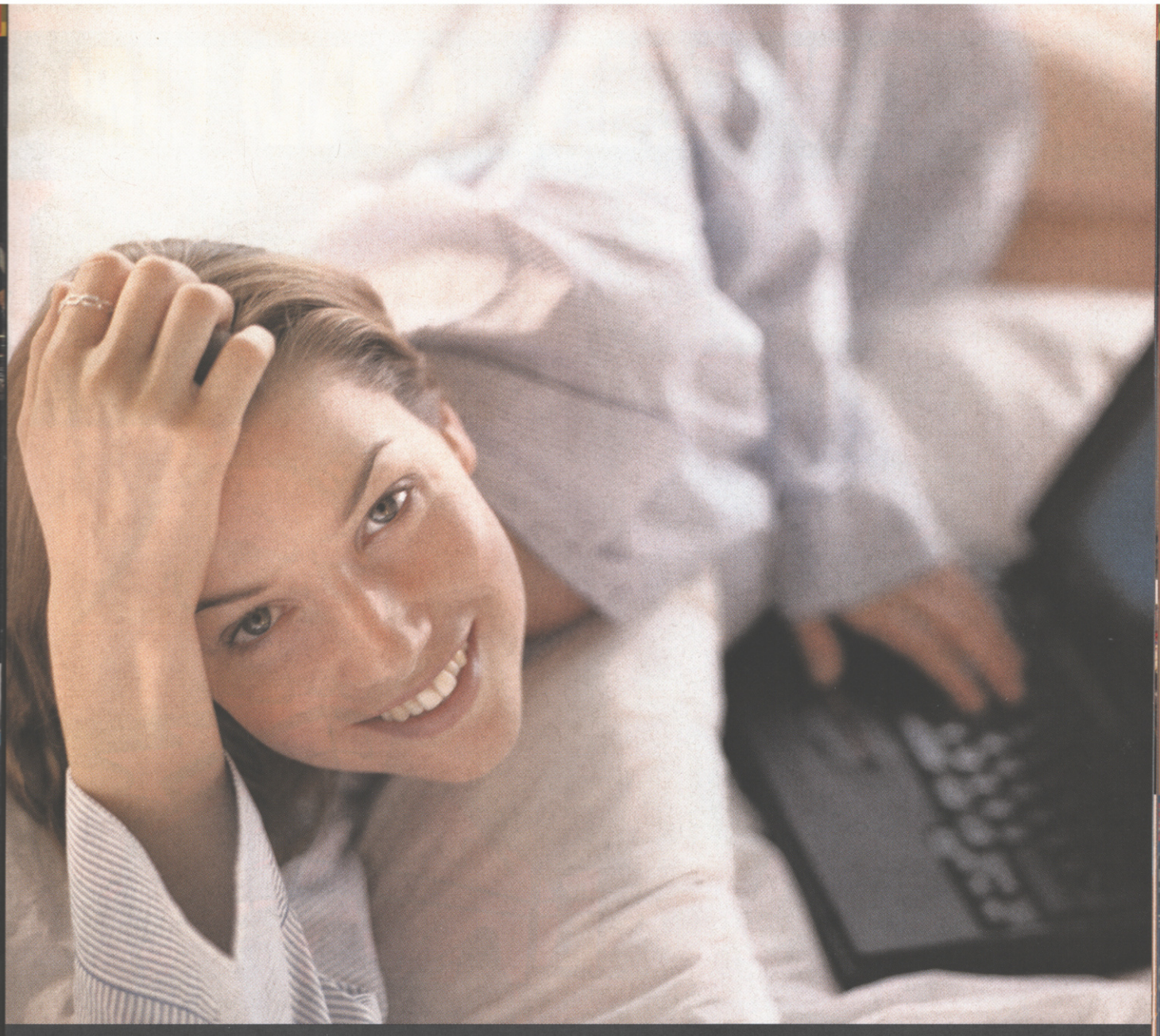
IT'S GOT

- Impossibly cool action
- Amazing visuals
- Turn into a devil!

IT NEEDS

- To be longer than the original
- To concentrate on pure action rather than pace-dulling puzzles





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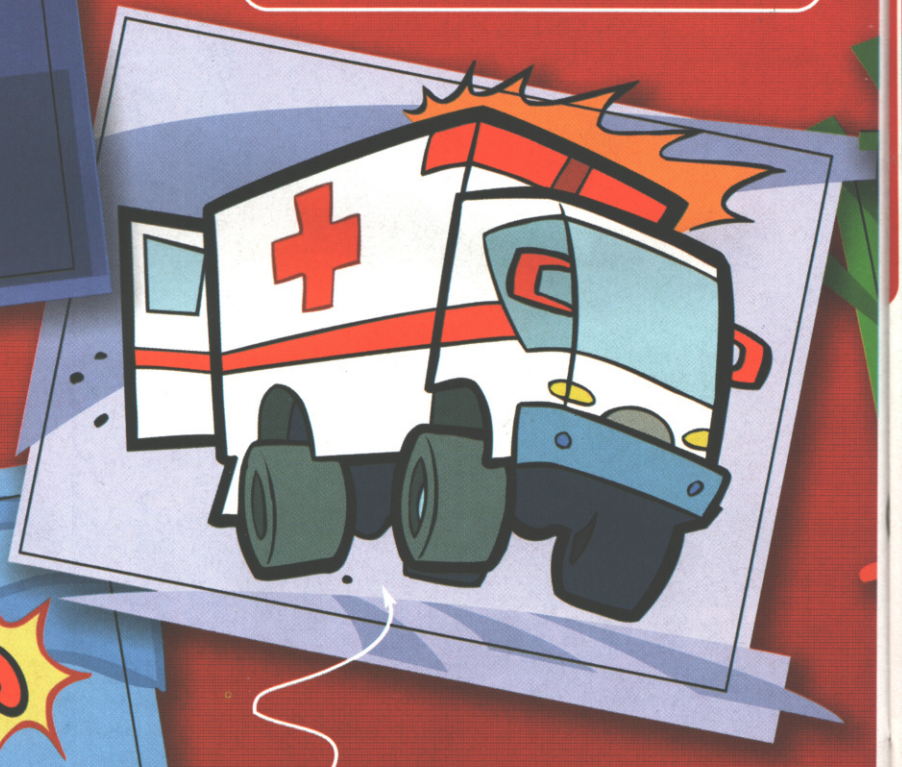
www.pcpro.co.uk

LOG ON AND LOAD UP

Still hungry for more even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites

HOTTEST GAMING NEWS

ComputerAndVideogames.com is Europe's leading online news service covering games on a global scale. Any self-respecting games fan simply cannot afford to miss the latest developments on PS2, Xbox, Game Boy Advance, GameCube and PC from around the world. There's only one place to keep up and that's here. CVG's news is an essential part of your daily routine.



ESSENTIAL TIPS FROM THE EXPERTS

CheatStation is one of the biggest sources of gaming tips, cheats and guides on the Internet, supplying 37,558 cheats for 8877 games on 40 formats. Features such as being able to vote on any cheat make ComputerAndVideogames.com's service the best in the world. There's absolutely no need to go anywhere else.

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ON INFO!

IT'S GOOD TO TALK

There's no better place on the Web to meet like-minded people than on our forums. Feel the need to spout on about your passion? We have bulletin boards for PS2, Xbox, GameCube, Game Boy Advance, PC, Mac, PSone, Dreamcast, N64, music and film, cheats, our online ranking service CSports.net and a general place to talk games. Join the party right now!

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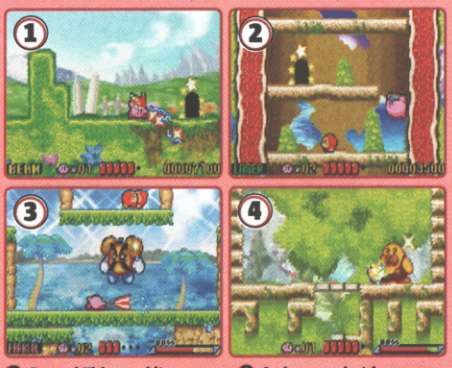
Kirby NIGHTMARE IN DREAMLAND

COPYCAT KIRBY

The core of Kirby gameplay has always been sucking up bad guys and absorbing their inherent powers. Whether it's by using sparkling electricity bolts or breathing flames of death, Kirby can use over 20 different 'copy abilities'. Be sure to have fun experimenting with any new baddies you encounter.

Kirby looks like a jolly jester but in this mode he breathes fire

His standard move is to suck in air and float around



Parasol Kirby can hit enemies as well as dive-bomb

Suck up an electric enemy and turn into a ball of lightning

- PUBLISHER NINTENDO
- DEVELOPER HAL LABS/NINTENDO
- OUT: TBC

ONLINE GAMING x4

IN A NUTSHELL

Platform game superstar Kirby makes his GBA debut in a game that plays a lot like every other Kirby game, except it has a four-player cooperative mode. Looks brilliant too.

GAME BOY ADVANCE

WWW.KIRBYKIRBY KIRBY.COM

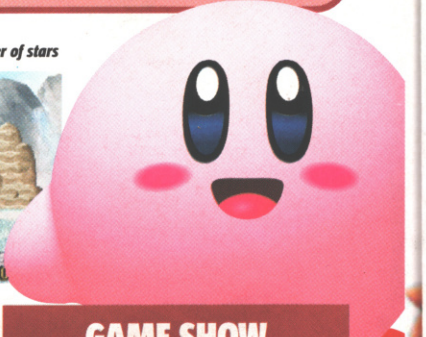
It's a mad world. Only Nintendo could take a sucky-mouthed pink puffball marshmallow of a character and turn him into a global celebrity and icon of videogame greatness. Kirby, friends, is that hero.

King DeDeDe has stolen the Star Wand, snapped it into five pieces and the Kirbster has to retrieve it from... actually, who cares about the nonsense plot. The point is, this is platform action of the highest, if most familiar, calibre. Okay?

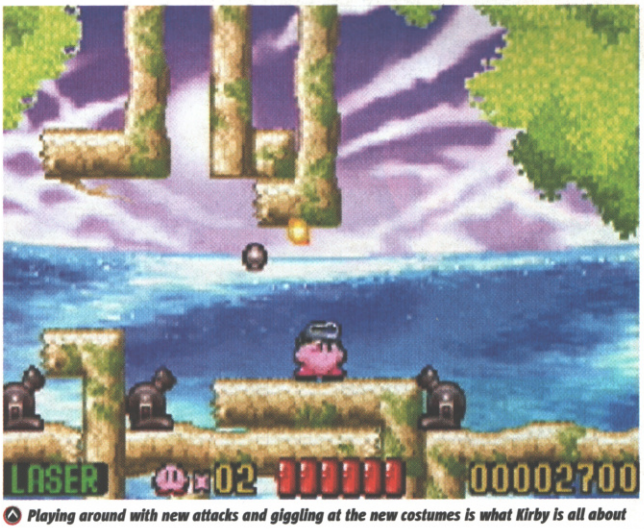
What's more, you can play through with three other buddies cooperatively. Suck it, it's all good.

It's not just Kirby who has a big gob – this walrus guy is a loudmouth too

Enemies explode in a shower of stars



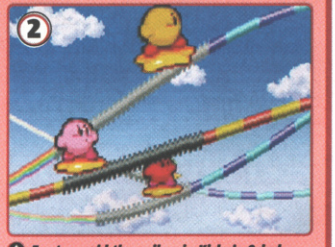
Kirby goes oriental in this fun mini-game. Just be sure that you are first on the draw



Playing around with new attacks and giggling at the new costumes is what Kirby is all about

GAME SHOW

Throw bombs at your mates without the threat of death or a jail sentence. Kirby's mini-games are ace and you can play them both in the main platform game quest as well as in multiplayer with your friends.



Try to avoid the spikes in Kirby's Grind

SUCK AGAIN

Though it's got tasty 32-bit GBA visuals, the basic level maps and gameplay are the same as in Kirby's very first NES outing all those years ago. You'll have your own opinion about recent GBA remakes, but we like 'em when they're done properly.

Kirby wears new hats but the action's much the same

Bad guys even appear in the same places too. Oh

The décor is a bit different but the game hasn't changed

CVG OPINION

You could argue it's a lazy conversion but the four-player platforming has never been done before. We just hope it won't prove too easy. **Lee**

IT'S GOT

- Classic Nintendo playability
- Fantastic visuals
- Four-player mini-games

IT NEEDS

- A bit more innovation in levels
- To offer enough of a long-term challenge for the player

The newly 3D graphics do the game proud

■ PUBLISHER KONAMI
■ DEVELOPER KONAMI
■ OUT: MARCH

ONLINE GAMING

IN A NUTSHELL

Old skool, formerly 2D side-scrolling action game gets a next-gen update, with gorgeous 3D visuals and a tough difficulty level. Hero Bill Rizer fights the minions of an evil general, who turns out to be an old ally.

WWW.KONAMI.COM/SHATTEREDSOLDIER

UPDATE!

CONTRA SHATTERED SOLDIER™

TURN UP THE HEAT

See the pretty pyrotechnics!

Just as you thought it was getting easy...

Where are you reading this magazine? From the comfort of your sofa? Sitting on the bog, a fluffy, pink wee-absorbing mat cushioning your feet? Wherever you are, you're probably having a much better time of it than Bill Rizer, who's busy encountering all manner of super-nasty enemies on his quest to conquer evil and save the world.

This sequence is from the game's third level, set in a crumbling city. And if you're coming across nasties like this only halfway through the game, just imagine what Konami has lurking up its sleeve for the later levels!

START HERE

It kicks off with Rizer running with the pack. The Alsatians, along with the synth music, suggest heavy borrowing from the Terminator films

Hoards of musketeer-style enemies will charge you from both directions, but don't panic – you can easily take them out with your blaster

Next, flying gunmen and enemies perched atop armoured vehicles try to dispatch one of the two lives you have on the medium-difficulty level

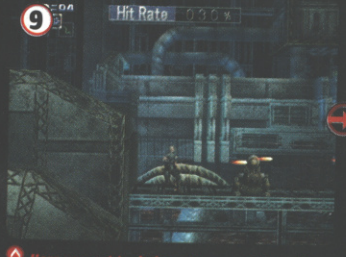
Enemies will hide behind sandbags and fire mortars at you but using your trusty flame-thrower, you can despatch them no problem-o

This flying bug will chuck out enemies and bombs that explode with huge balls of fire. You can only harm it when it opens its one red eye

In the next area, balls roll along the ground and ceiling, then open up into gun turrets and fire single shots

This creature looks like a ball of snot in heels, but it will drop small, bouncing balls of flame...

...and spiky creatures to impale yo' big ol' ass! Then... does it ever stop? This snake-like being, obviously feeling rather peckish, munches its way through what looks like minced meat then throws up all over you. Time for a trop down the Contra dry cleaners, perhaps...



Here you get to dodge yet more of the evil balls that turn into gun turrets. Just to keep you on your toes, in case you weren't already

Once you've managed to get past those, this huge grinding machine comes after you. Shoot at the gun turret to sap its energy

You'll eventually end up hanging from the rafters, dodging missiles and bolts of frazzling electricity. And Contra's just warming up!

CVG OPINION

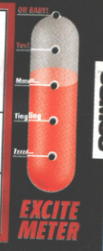
Looking enticing, with some amazing enemies and a nicely old skool style. We hope that the stiff difficulty-level won't deter lightweight gamers. **Jimmy**

IT'S GOT

- Gorgeous graphics
- Amazing bosses
- One hell of a challenge

IT NEEDS

- Less linear gameplay
- More strategy to the levels – not just holding down 'X' and blasting



EXCITE METER

INCOMING OVERLOAD!

SO MANY GAMES HAVE LANDED ON THE CVG DOORSTEP THAT WE CAN'T FIT 'EM ALL IN

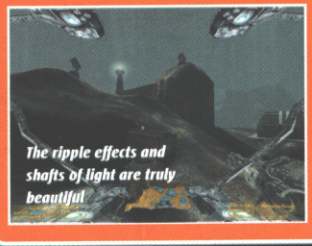
■ PLAYERS TBC ■ FORMAT PC ■ ONLINE GAMING YES ■ PUBLISHER JOWOOD PRODUCTIONS
■ DEVELOPER JOWOOD PRODUCTIONS ■ OUT: FEB ■ WWW. AQUANOX-REVELATION.COM/

AQUANOX 2: REVELATION

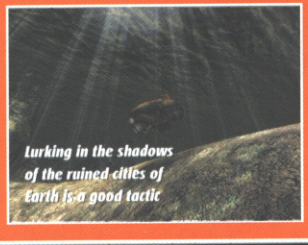
Set in the year 2666 (oh dear) this underwater first-person submarine 'em up is one of the most beautiful games we've seen in ages. Pilot your craft through murky plankton and all manner of marine life, before dispatching a bloody great torpedo into the depths.

This promises advanced AI that will see rival subs act as human-like as possible, including using cloaking technology and sneaky stealth tactics, as well as suicide bombing missions when all else fails. Blimey.

It's like space battles, but more tactical



The ripple effects and shafts of light are truly beautiful



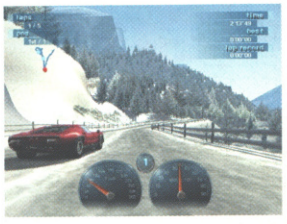
Lurking in the shadows of the ruined cities of Earth is a good tactic

■ PLAYERS 1-4 ■ FORMAT PS2, GC, XBOX
■ ONLINE GAMING YES ■ PUBLISHER RAGE ■
DEVELOPER RAGE ■ OUT AUTUMN 2003
■ WWW.RAGE.CO.UK

LAMBORGHINI

Race in a series of exotic locations around the globe in the world's sexiest brand of car.

Rage's racer will be the only game to feature the full range of Lamborghini cars past and present, and is being made with help from Lamborghini's chief designers and technicians (everybody go: "Woo!"). The Xbox version will be online too.



It looks the part but will it be any fun?

■ PLAYERS 4 ■ FORMAT PC, XBOX, PS2, GC
■ ONLINE GAMING NO ■ PUBLISHER VIVENDI
UNIVERSAL ■ DEVELOPER CRAVE
■ OUT FEB ■ WWW.WHIRLTOUR.COM

WHIRLTOUR

Grind the back of a Chinese dragon!

From the people responsible for Freestyle Scooter comes a rather more tongue-in-cheek scooter game.

Funky graphics combine with story- and challenge-based play as giant riders perch atop teeny-tiny scooters.

Everyone's surely sick of Tony Hawk rip-offs by now, but at least this isn't taking itself too seriously.

■ PLAYERS 1-2 ■ FORMAT GC
■ ONLINE GAMING NO ■ PUBLISHER INFOGRAMES
■ DEVELOPER SEGA
■ OUT FEB ■ WWW.SONICTEAM.COM

SONIC MEGA COLLECTION

If there's any hint of slowdown we'll picket Sega's offices

Seven Sonic games on one disc? My! Play Sonics 1, 2, 3, Spinball, Sonic & Knuckles, Sonic 3D and Dr Robotnik's Mean Bean Machine on your Cube.

It'll be worth the asking price for Sonic 2's tunnel-tastic bonus round alone, but it's rumoured there are five unlockable Sonic games on the disc too. What could they be?

■ PLAYERS 1-4 ■ FORMAT XBOX, PC
■ ONLINE GAMING YES ■ PUBLISHER TDK MEDIACTIVE
■ DEVELOPER TDK MEDIACTIVE ■ OUT FEB
■ WWW.TDK-MEDIACTIVE.COM

WORLD RACING

We reckon it's not quite as nice-looking as the splendid Racing Evoluzione

Like Rage's Lamborghini game, World Racing is the only place you'll be able to drive all your beloved Mercedes-Benz cars.

Want some stats? Over 120 tracks across seven themed areas, each up to six square kilometres big. Drive in 110 cars over 50-plus missions. Sounds impressive. It's got some tough competition, though.

■ PLAYERS 1-4 ■ FORMAT XBOX
■ ONLINE GAMING NO ■ PUBLISHER INFOGRAMES
■ DEVELOPER INFOGRAMES ■ OUT APRIL
■ WWW.VRALLY.COM

V-RALLY 3

The visuals have always been the best thing about the V-Rally games

The best-looking PS2 rally game is heading to Xbox. Expect souped-up visuals and improved handling.

No word yet on whether the Xbox version will feature those all-important four-player races that Sony's machine couldn't cope with. Could well give Mr McRae a run for his money.

■ PLAYERS 1 ■ FORMAT GBA
■ ONLINE GAMING NO
■ PUBLISHER INFOGRAMES ■ DEVELOPER SEGA
■ OUT FEB ■ WWW.SEGA.JP/GBA/POD/

PINBALL OF THE DEAD

Okay, so it's weird, but this pinball extravaganza based on the gory light-gun series is a winning formula.

Combining realistic ball physics with a selection of cunning tables should make this a must for all pinball fans. There are even boss battles to be fought with your shiny ball of doom!

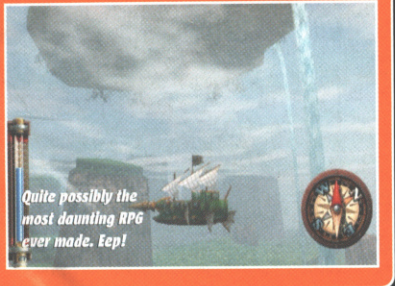
Tables are aptly gloomy and play's fast

■ PLAYERS 1 ■ FORMAT GC ■ ONLINE GAMING NO ■ PUBLISHER INFOGRAMES
■ DEVELOPER SEGA ■ OUT SPRING ■ WWW. SEGA.COM/GAMES/POST_GAMEGAME.JHTML?PRODID=10301

SKIES OF ARCADIA

This was a monster role-player on Dreamcast. Involving over 80 hours of play just to get through the basics, this is the hardcore choice for fans of turn-based adventures.

This special Skies Of Arcadia 'Director's Cut' will feature a number of extra sub-quests and enhanced visuals over the DC classic, but will it prove too much for average players?



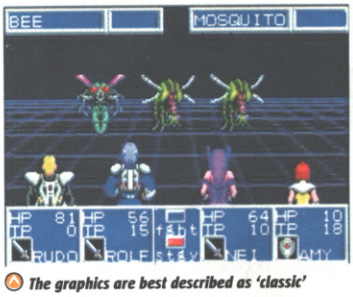
Quite possibly the most daunting RPG ever made. Eep!

■ PLAYERS 1 ■ FORMAT GBA ■ ONLINE GAMING NO ■ PUBLISHER INFOGRAMES
■ DEVELOPER SEGA ■ OUT FEB ■ WWW.UK.INFOGRAMES.COM

PHANTASY STAR COLLECTION

We love Phantasy Star, but we're not sure how well these 8-bit role-playing games are going to transfer on to GBA.

Still, as retro curios they'll certainly please the hardcore Sega set. You get two huge adventures crammed on to the cart, with the action orientated toward dungeoneering rather than plot development.



The graphics are best described as 'classic'

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Chart Hits

13992	3rd Edge, In and Out
17254	Atomic Kitten, Last Goodbye
14650	Avril Lavigne, Complicated
15341	Big Bruvaz, Nu Flow
15602	C. David, What's Your Flava
17288	Cheeky Girls, The Cheeky Song
15607	D J Sammy, Heaven
17295	D. Beddingfield, Not The One
16820	Dannii Minogue, Needle On It
17298	Darius, Rushes
14040	Eminem, Cleaning My Closet
15494	J. Timberlake, Like I Love U
17052	J-Lo, Jenny From The Block
14556	Las Ketchup, Ketchup Song
17191	Lasgo, Pray
17335	Liam Lynch, Whatever
17337	Liberty X, Holding On For You
15640	Madonna, Die Another Day
15522	RHCP, The Zephyr Song
17367	Rikki & Daz, Rhinestone Cowboy
17368	Robbie Williams, Feel
15529	Rosie Ribbons, Blink
14729	S Club Juniors, New Direction
17376	S Club, Alive
17382	Scooter, Posse
16744	Shaggy, Hey Sexy Lady
17237	Shakira, Objection
17241	S. Bextor, Music Gets The Best
17106	Sugababes, Stronger
17393	Sum 41, Still Waiting

TV and Film

12765	20th Century Fox, Intro
13083	Addams Family, Theme
12770	Airwolf, Theme
12767	A-Team, Theme
12773	Austin Powers, Theme
12777	Back to the Future, Theme
12778	Batman, Original Theme
12779	Battlestar Galactica, Theme
12783	Benny Hill, Theme
12786	Bewitched, Theme
12966	Big Brother, Theme
12787	Big, Theme
12967	Blackadder, Theme
12791	Bod, Theme
12795	Buck Rogers, Theme
12796	Buffy, Theme
12801	Charlies Angels, Theme
12802	Cheers, Theme
12968	Choulton & The Wheelies, Theme
12809	Coca Cola, Theme
12816	Dangermouse, Theme
12830	Dukes Of Hazzard, Theme
12840	Exorcist, Theme
12841	Fall Guy, Theme
12843	Fantasy Island, Theme
12855	Flintstones, Theme
12969	Friends, I'll Be There For You
12858	Ghostbusters, Theme
12862	Godfather 2, Theme
12867	Grease, Theme
12869	Gremlins, Theme
12877	Hawaii Five-O, Theme
12895	I Love Lucy, Theme
12898	Indiana Jones, Theme
12899	Inspector Gadget, Theme
12792	James Bond, Theme
12970	Joe 90, Theme
12913	King Of The Hill, Theme
12915	Knight Rider, Theme
12936	Looney Toons, Theme
12942	Married With Children, Theme
12972	Men Behaving Badly, Theme
12945	Mission Impossible, Theme
12930	Monty Python, Bright Side of Life
12973	Mr Men, Theme
12947	Muppet Show, Theme
12974	Only Fools, Closing Credits
12951	Pink Panther, Theme
12955	Scooby Doo, Theme
12900	Simpsons, Itchy & Scratchy Show
12956	Simpsons, Theme
12835	Star Trek, Enterprise
12957	Star Trek, Original Theme
12817	Star Wars, Imperial March
12822	Star Wars, Luke's Theme
12982	Star Wars, Yoda's Theme
12963	Thunderbirds, Theme
12964	Toy Story, Friend In Me
12979	Wallace and Gromit, Theme
13287	X-Men, Theme

Game Headz (Retro)

13198	Afterburner, Theme
13200	Arkanoid, Game Start
13201	Bomberman, Theme
13205	Bubble Bobble, Theme
13208	Castlevania IV, Level 1
13209	Castlevania, Boss
13277	Castlevania, Simon
13212	Commando, Level 1
13215	Donkey Kong, Start
13218	Gauntlet, Title
13220	Ghouls And Ghosts, Level 1
13222	Gradius, Level 1
13224	Mario Bros. 2, Theme
13225	Mario Bros. 3, Level 1
13284	Mario Bros., Level 1
13227	Mario Bros., Underground
13276	Mario World, Game Over
13275	Mario World, Intro
13272	Mario World, Level 4
13121	Rick Dangerous, Theme
13278	Sonic, Hill Zone
13279	Sonic, Marble Zone
13260	Street Fighter II, Cammy's Stage
13267	Street Fighter II, Ken's Stage
13253	Street Fighter II, Ryu's Stage
13254	Street Fighter II, Title
13228	Tetris, Theme
13230	Wizball, Theme
13231	Wonderboy, Level 1
13288	Zelda 2, Intro

Dance Anthems

12458	Binary Finary, Binary Finary
12459	BT, Flaming June
12454	BT, Godspeed
12452	DJ Jean, The Launch
12457	Energy 52, Café Del Mar
12680	Faithless, Insomnia
14238	Oakenfold, Starry Eyed
12466	PPK, Resurrection
14246	Robert Miles, Children
14257	Supermen Lovers, Starlight

Christmas

15763	Band Aid, Feed The World
12636	Bing Crosby, White Christmas
15766	Brenda Lee, Rockin Round Xmas Tree
12637	Cliff, Misletoe And Wine
12653	Frosty The Snowman
12639	Good King Wenceslas
12642	Have A Merry Little Xmas
12643	In The Bleak Mid-Winter
12644	Jingle Bells
15769	McCartney, A Wonderful Xmas Time
12645	Oh Christmas Tree
12647	Oh Little Town
12638	Rest Ye Merry Gentlemen
12648	Rudolph Red Nosed Reindeer
15768	Santa Baby
12649	Silent Night
15764	Sleigh Ride
12650	We Wish U A Merry Xmas
12654	Winter Wonderland
15787	Wizzard, I Wish Could Be Xmas

Exclusive

13201	Bomberman, Theme
13255	Mario 64, Level 1
13981	Mario Bros., 1 Up
13982	Mario Bros., Death
12995	Monty on the Run, Theme
13985	Out Run, Magical Shower
13986	Pac Land, Theme
13987	Pac Man, Theme
13988	Rocket Power, Theme
13990	Sanxion, Loader

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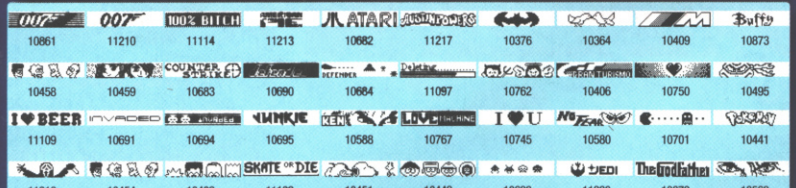
Vertical Picture Messages

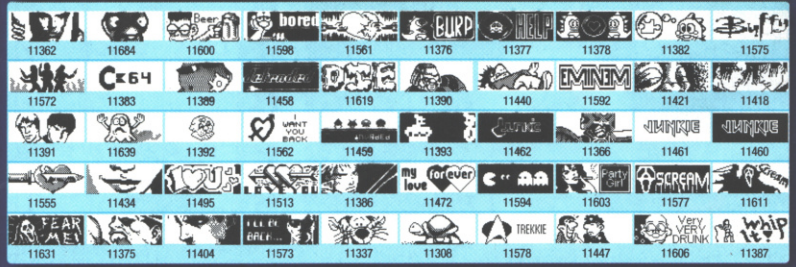
Alan	Angel	Basil	Britney	Bruce	Buffy	Clint	David	Diaz	Dido
10010	10012	10022	10040	10171	10043	10059	10025	10074	10080
Dogg	**Dre**	**Elvis**	**Jack**	**Jay**	**J-Lo**	**Jolie**	**Keith**	**Kermit**	**Kirsten**
10242	10087	10089	10118	10125	10132	10140	10147	10212	10088
Kylie	**Mr T**	**Rachel**	**Rock**	**Samuel**	**Skeletor**	**Tom**	**Tupac**	**Worzel**	**Xena**
10164	10208	10217	10273	10233	10237	10258	10002	10271	10279

Logos



10861	11210	11114	11213	10682	11217	10376	10364	10409	10873
10458	10459	10683	10690	10684	11097	10762	10406	10750	10495
11109	10691	10694	10695	10588	10767	10745	10580	10701	10441
11216	10454	10489	11132	10451	10449	10692	11220	10879	10569

Picture Messages



11362	11684	11600	11598	11561	11376	11377	11378	11382	11575
11572	11383	11389	11458	11619	11390	11440	11592	11421	11418
11391	11639	11392	11562	11459	11393	11462	11366	11461	11460
11555	11434	11495	11513	11386	11472	11594	11603	11577	11611
11631	11375	11404	11573	11337	11308	11578	11447	11606	11387

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POKÉMON™ RUBY & SAPPHIRE

■ PUBLISHER NINTENDO
■ DEVELOPER NINTENDO/GAME FREAK
■ OUT EARLY 2003

x4

IN A NUTSHELL

Catching Pokémon is what this game is all about, and there are 351 to bag and train in Ruby and Sapphire. A hundred of them are completely new, but don't think you can save time importing 251 from your older versions – you can't. You see, all Pokémon have new characteristics in Ruby and Sapphire, and these affect their performance in battle or ability to earn prizes. There are all kinds of new ways to breed winners in GBA Pokémon, and we're busy finding out what these are.

WWW.POKEMON.COM

UPDATE!

Well, it didn't take long for us to say 'sod the embarrassment' and admit that we're enjoying Pokémon again to the max.

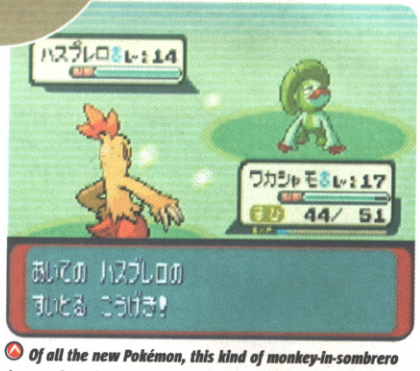
We're starting to understand the four-player battles a lot better, and we're also getting a lot of laughs from raising the new Pokémon. So were you thinking that Nintendo had run out of ideas for bizarre beasties? Not even close. Compared to previous games, the adventure itself is much more widespread and complex, with lots of to-ing and fro-ing all over the place.

But CVG is never deterred, so let's get on with the unveiling of more Ruby and Sapphire secrets...

Some serious underhand cuteness going on here, as the charismatic Eneko bombards poor old Zigzagma with lurve...

Some of the new battle animations are really cool. Subameh here is about to get a real soaking, which will hurt it bad

Lakurai is an electric-type Pokémon and likes to paralyse its enemies before biting them into submission



Of all the new Pokémon, this kind of monkey-in-sombrero is one of our favourites. It's a grass type called Hasbulero

MORE MADCAP POKÉMON!

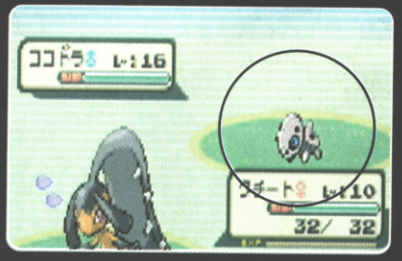
A hundred new Pokémon, and from what we've seen they're the most imaginative and entertaining ever. See for yourself!

KUCHIITO

A steel Pokémon who looks very peaceful and innocent from the front. If startled, though, Kuchiito turns its back on you to reveal a huge horn which transforms into a terrible mouth. Watch out for the bite on this one!

KOKODORA

This one has armour made of steel, which it cultivates by eating rocks with ore content. Sometimes Kokodora will start eating bridges and railway tracks to satisfy its hunger, which as you can imagine, is kind of a problem.



The TV show with Ruby & Sapphire Pokémon is now on air in Japan

This is gym leader Touki. Beat him to earn the Knuckle Badge

THE SECOND GYM BATTLE!

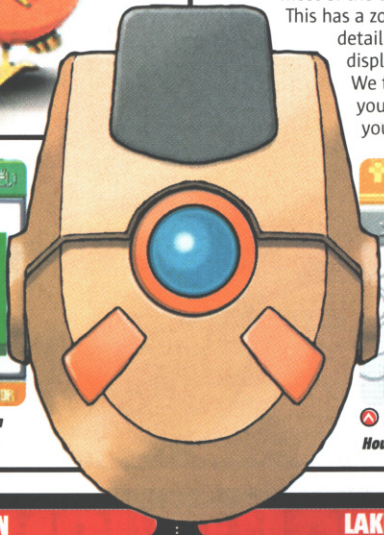
We don't mind telling you that our first gym battle was a nightmare. We had to capture and train a Pokémon to handle it, since our Torchic was no use against rock types. But this second battle was a total cinch. The second gym leader, found in Muro Town, is called Touki. This tough guy looks like Wolverine and has a stable of fighting Pokémon. Our psychic and flying-/water-type Pokémon knocked Touki's pretenders for six. You earn the Knuckle Badge as a result, allowing you to use Flash and control any Pokémon up to Level 30.

POKÉNAVI JOY

Tell you what, the Pokémon Navigator, or Pokénavi for short, is a lot better than we expected. It's a tiny handheld computer that has a map, as well as maintaining information on all the trainers you have fought – including which Pokémon they used. With this you can look at your Pokémon in detail, and weigh up their strengths and weaknesses. It's a handy thing to have access to, even if most of the time you'll just be using the map. This has a zoom function that gives you more detail on the places you've been to, and displays the basic building arrangements. We think it even highlights the buildings you've entered, so you can make sure you check the ones you've missed.

Check out the map for Houen on your PokéNavi. Cities are red, towns are blue

Close-up of Kaina City. The red square is a Pokémon Centre, the blue represents a shop



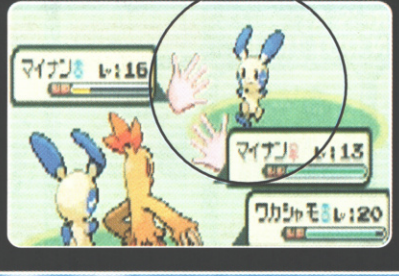
Options from top to bottom are: Houen Map, Condition, Trainer Eye

MAKUNOSHITA

A fighting Pokémon who doesn't like to stay down, even if knocked down. In fact, every time Makunoshita gets back up it has more energy, which it uses to evolve. Makunoshita never gives up! He just gets stronger!

MAINAN

Would you believe it? A kind of cheerleading Pokémon, best suited to encouraging its partner in battle. Mainan uses electricity to create lots of sparks resembling fireworks, and these encourage other Pokémon. Sweet.



LAKURAI

Bit zippy, this one. The so-called 'Thunder' Pokémon generates electricity in its long hair to stimulate the muscles in its legs. This enables it to dart around much more swiftly than most other Pokémon.

CRAZY POKÉMON TRAINERS EVERYWHERE YOU GO!

Can't wait to see what Nintendo does with the English translation on GBA Pokémon, because some of the Trainers you meet are truly bizarre and say even more bizarre things. For starters, there's the Fisherman who wonders what a Fisherman does if he needs to use the toilet while catching a big one! When you defeat his sorry band of Magikarp, he blames it on his need to use the loo! Here are some more new faces.

CRAMMERS

Students, on their way home from the Pokémon Training School. They're well versed in strategy, but their Pokémon are nothing special.

POKÉMON COLLECTOR

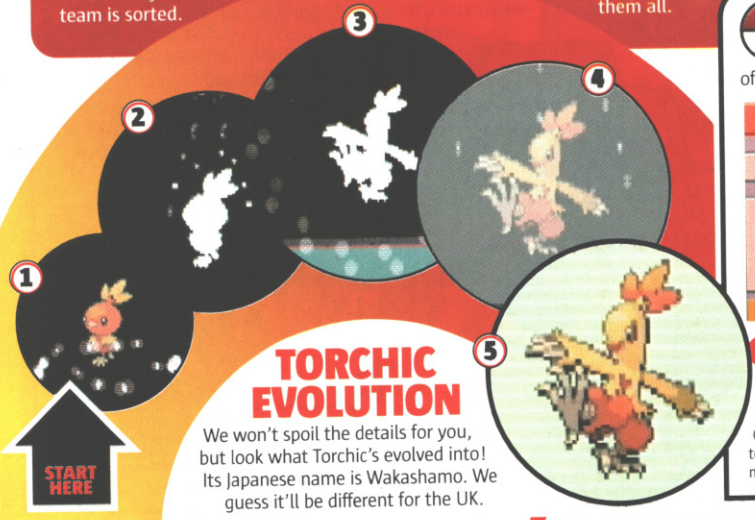
You might think he's daft but his Pokémon collection is spectacular. It's unpredictable what you'll be fighting against, so be prepared!

TWINS

Don't be fooled by how cute they are. When you see these two hanging around you should prepare for a four-way Pokémon battle. Make sure your team is sorted.

NUMBER ONE FANS

Similar to the Pokémon Collector, but each fan has its favourite type of Pokémon. This is good, since it means that if you can beat one, you can nail them all.



TORCHIC EVOLUTION

We won't spoil the details for you, but look what Torchic's evolved into! Its Japanese name is Wakashamo. We guess it'll be different for the UK.

IT'S ALL IN THE DETAILS

In addition to all the major incidents in GBA Pokémon, there are lots of tiny details scattered about, which make exploring even more fun...

ORANGE MAIL

Encounters with Pokémon Trainers can now be remembered by exchanging short messages. There's a new system called Orange Mail, which allows you to send telegrams to your pals – essentially tiny message slips with a personal greeting.

LUKE WARM NEWS

Remember Pokémon Radio from Gold and Silver? Now there's Luke Warm News. Everyone loves it (in Kaina City), even going so far as to make up songs about it. We haven't found a way to tune in yet, but we guess it broadcasts training tips and event news.

30 NEW POKÉMON

THEY'RE CUTE, THEY'RE FREAKY, AND THEY'RE WAITING TO BE DISCOVERED. THERE'S A WHOLE NEW WORLD OF POKEMON OUT THERE

TORCHIC

ASANAN

KOKODORA

CONHANA

LARUTOS

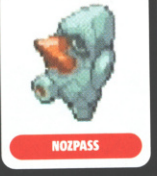
LULILI

MAINAN

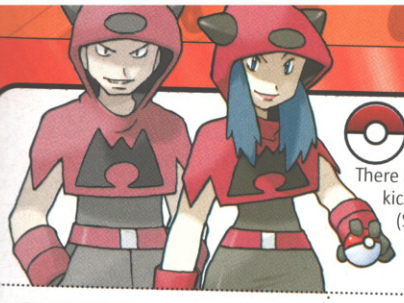
MAKUNOSHITA

MAYULDO

MUDKIP


NOZPASS

NUMAKRO



KICKING ASS FOR KINDNESS

There are a lot of things to keep you on your toes in GBA Pokémon, usually kicked off by your archrivals Team Magma (Ruby version), or Team Aqua (Sapphire version). Often your pesky enemy is causing innocent people some grief, and if you go to the rescue there will be a reward. Some have more use than others. Here are the coolest ones...

GENEROUS MUM

This is something you don't have to earn, but you do have to remember to check in on your Generous Mum. Before setting off on your big adventure your Mother hands over a pair of cool trainers. This is just what you need, since it means you can sprint about the place instead of shuffling along like you've eaten too many pies. Not as fast as the bike, but not to be sniffed at – especially if they're like Mike's trainers.

Running shoes help you cover a lot of ground much more quickly; great for towns

You'll be aching to get hold of one of these bikes, though. Very fast. Very cool

OLD MAN HAGI

This old bloke, Hagi, lost his Pokémon in the foggy caves. Peeko, it's called: a flying type. Team Magma/Aqua are sort of in the way of your rescue mission – up to 'something' in the caves, no doubt. Teach them a lesson in combat and you can return Peeko to its master. In return, the wrinkly fella will ferry you around the Houen region for free in his speedy mega-boat. Nice one!

Hey Hagi! Fancy giving me a lift to Muro Town in that boat of yours?

When Hagi isn't ferrying people, he chases after Peeko, his runaway Pokémon

HURRAH FOR THE POKÉNAVI!

Visit the headquarters of the famous (in Houen) 'Devon Corporation', and you wind up in a battle against Team Magma/Aqua – there to steal the plans for a boat. Devon Corp makes boats, you see. With your Pokémon more than a match at this stage (you've already one Gym Badge to your name, after all) the battle is easily won. A grateful Devon Corp bigwig gives you the Pokémon Navigator in return.

Save this scientist from Team Magma!

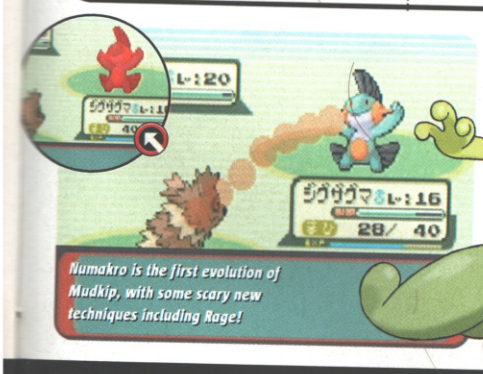
THE BEST THINGS IN LIFE

In addition to the various potions available in the shops, used to cure poison, paralysis, sleep, and so on, there are also pure ingredients available at no cost at all. Like in Pokémon Gold and Silver, there are trees and bushes dotted around the place that bear nourishing fruit.

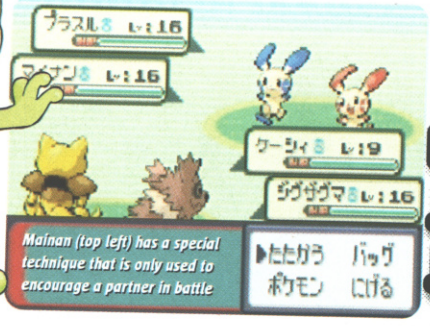
Once you've picked a few, it makes sense to plant one back in the ground so that others can grow. Oh, but you'll need a watering can to help them along – that's how nature works...

There's no way you can act cool doing this, but it's important so deal with it!

For some reason all the guys who live here look the same...!



Numakro is the first evolution of Mudkip, with some scary new techniques including Rage!



Mainan (top left) has a special technique that is only used to encourage a partner in battle

CVG OPINION

Both the wicked humour and never-ending surprises are keeping us hooked. Mainan the cheerleading Pokémon is worth playing for this alone. **Paul**

IT'S GOT

- The best four-player action since the days of Advance Wars
- A huge world to navigate

IT NEEDS

- A release over here before summer, please!

Official Xbox 9.0

"Sam Fisher has knocked Snake off his pedestral - Splinter Cell is superb!"

XBM Magazine - 10/10

"The cool factor goes way off the scale - James Bond never had it this good!"

XGamer 9/10

"Fantastically immersive and damn good fun. One to get!"

He is invisible, you'll be oblivious of his presence, the US government denies his existence. His name is Sam Fisher..... he is a Splinter Cell

Tom Clancy's SPLINTER CELL™

OUT NOW

Meet Sam Fisher at:

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XBOX

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CHALLENGE CVG

(BYOW – BRING YOUR OWN WEAPONS)

PICK A FIGHT WITH THE UNBEATABLE(ISH) GAMING WARLORDS OF THE WORLD'S GREATEST VIDEOGAMES MAG AND YOU COULD WIN A T-SHIRT – AND UNTOLD INFAMY

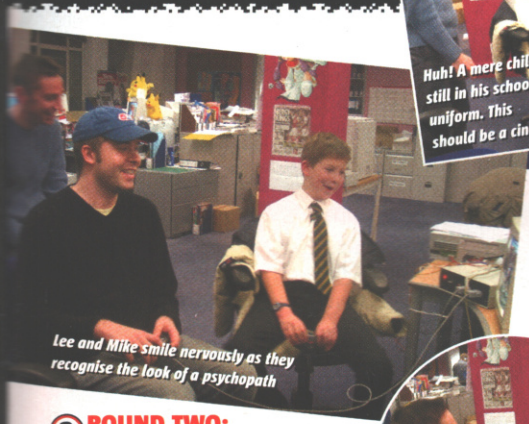
WE GO BACK TO THE STAGE OF HISTORY TO DELIVER THE BEATS ON ALL WHO WANT 'EM

Mwahahah! One by one you come to take on the mighty CVG team in the monthly challenges, and does anyone ever beat us? Er... cough... yeah, sometimes.

This month's game of choice is the gorgeous Soul Calibur II running on an arcade box supplied by Namco and, um, played with two old Sega Mega Drive pads (yes, sounds a bit rubbish but they play great). Stepping into the ring, in the blue corner, is 11-year-old CVG reader Greg Pollard of Tolworth, Surrey. In the red and, er, pink and orange corners are Mike, Lee and Alex H. Right, let's fight.

Greg decides it's time to put Lee out of his misery

Huh! A mere child, still in his school uniform. This should be a cinch!



Lee and Mike smile nervously as they recognise the look of a psychopath

1 ROUND ONE: MAN VERSUS BOY

Greg has never played Soul Calibur II before and after a practice admits that he "sucks". Still, his first proper opponent Mike had only played it for a day (at that time). Okay, so it was an *entire* day. Whatever, our man runs rings around Greg with new character Raphael, a nippy blonde fencer with a rapier sword. 3-0 to CVG. Hahaha! Easy! Easy! This is gonna be a walkover... isn't it?

Lee starts to see that the tables are turning and there's no escape

As Mike is victorious, Greg cunningly pretends he doesn't care, to lull us into a false sense of security

2 ROUND TWO: SWORD LOSER

SC II virgin Lee picks poncy Cervantes de Leon, while Greg ditches Mitsurugi in favour of Nightmare, the demon with the Soul Edge sword. Lee pulls off a couple of flashy moves (possibly intentional, but probably not) and it's 1-0. But wait! Greg shouts "Watch out, Grandad!" and starts bashing the buttons. Lee falls out of the ring. It's 1-1! Round three and Lee is pinned against a pillar. Bang! Slash! Bang! It's 2-1. "Die!" screams Greg as he continues to pound. Huh? He's won 3-1. "I whooped him!" says Greg. "I'm tired," says Lee.

Yet another blurred shot of Greg. See, he would NOT sit still

"There's a trapdoor round here somewhere..." Alex looks for a way out

"Someone get him out of here!"

3 ROUND THREE: THE DECIDER

Alex H, also an SC II newcomer, picks Taki. Greg sticks with Nightmare... and the same 'tactics'. We check the Challenge CVG rules for a 'no button-bashing' clause. There isn't one. "You now must die!" says Greg. Alright mate, it's only a game. He loses the first round but then, bizarrely, starts asking lots of weird questions: "What's Metal Gear Substance like?", "Have you seen Final Fantasy XII?", "Do you like The Getaway?" Thrown by all the random talking, Alex is pummelled, 3-1. We've lost! Greg moonwalks to celebrate. No, really.

THE FINAL RESULT

Yeah, yeah, so we lost to an 11-year-old on averages. But button-bashing and gibberish-talking during CVG challenges is now officially BANNED, okay? And we learnt something important too. Being good at the original game doesn't automatically make you great at the sequel. Only practice does that. But if you have to resort to button-mashing, make sure you choose a character with a long-reach weapon!

COME ON! HAVE IT!

You think you're pretty good, right? You think you could just walk into our office and beat us on any game you could name, make us cry? You really think so? Well, come on then! Let's see if you're good for the challenge! Write and tell us which game you think will bring us to our knees, and we'll invite you to our office for a showdown. You versus CVG: think you can handle it? Fill in the form!

HELLO, MY NAME IS .....

BUT YOU MUST CALL ME ..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT ..... [game name]

MY ADDRESS IS .....

.....

DAYTIME TELEPHONE NO .....

EVENING TELEPHONE NO .....

EMAIL .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Keep on bailing your BMX in Mat Hoffman's? Can't unlock all the characters in the rib-breaking Tekken 4? Well you don't need to be a Digital Demon to get the most out of your games, you just need to cheat. Go on, play dirty!

BMX XXX

PS2 Enter the following codes into the cheats menu.

UNLOCK LEVELS: champagne room
UNLOCK ALL MOVIES: xxx rated cheat
AMISH BOY: electricitybad
AMISH BOY'S BIKES: amishboy1699
NUTTER'S BIKES: nutter290
SKEETER'S BIKES: skeeter666
JOYRIDE'S BIKES: joyride18
TRIPLEDUB'S BIKES: tripledub922
HELLKITTY'S BIKES: hellkitty487
MANUEL'S BIKES: manuel415
KARMA'S BIKES: karma311
ITCHI'S BIKES: itchi594
LA'TEY'S BIKES: latey411
RAVE'S BIKES: rave10
MIKA'S BIKES: mika362436
TWAN'S BIKES: twan187

QUANTUM REDSHIFT

XBOX **CHEAT MODE:** Input your name as CHEAT as a Profile name.
UNLIMITED TURBO: Fishface
INFINITE SHIELDS: ThinkBat

MAT HOFFMAN'S PRO BMX 2

GC You need to quickly tap in the following codes at the 'Press Start' screen. If you do it correctly, a sound will confirm correct entry.

LEVEL: B, Right, Right, Y, Down, B. This code does not unlock all levels in all modes
BOSTON: B, Up, Down, Down, Up, B
CHICAGO: B, Up, Y, Up, Y, B
LAS VEGAS: B, R, Left, L, Right, B
LOS ANGELES: B, Left, A, A, Left, B
NEW ORLEANS: B, Down, Right, Up, Left, B
PORTLAND: Y, A, A, B, B, Y
CORY NASTAZIO'S FMV: R, X, Y, Y, X, X, X, R
JOE KOWALSKI'S FMV: R, Up, Y, X, Down, R
KEVIN ROBINSON'S FMV: R, Y, X, Down, Up, R
MAT HOFFMAN'S FMV: R, Left, Y, Left, Y, Left, R
MIKE ESCAMILLA'S FMV: R, Y, A, A, Y, A, A, R
NATE WESSEL'S FMV: R, Down, B, Y, Down, B, Y, R
RICK THORNE'S FMV: R, L, R, R, L, R
RUBEN ALCANTARA'S FMV: R, Left, Right, Left, Right, Left, R
SETH KIMBROUGH'S FMV: R, Up, Down, Y, Y, Y, R
SIMON TABRON'S FMV: L, Z, R, L, Z, R
BIG FOOT: Y, Right, Up, Right, Up, B
DAY SMITH: Y, Up, Down, Up, Down, B
MIME: Y, Left, Right, Left, Right, A
VANESSA: Y, Down, Left, Left, Down, B
VOLCANO: Y, Up, Up, A, Up, Up, Y
BMX COSTUME: Y, X, Left, Right, Left, X
ELVIS COSTUME: Y, L, L, Up, Up
ALL MUSIC: L, Left, Left, Right, Right, Left, A

STAR WARS: BOUNTY HUNTER

GC Enter the following codes into the code set-up screen. Sent in by Merv Jones, London.

CHAPTER 1: SEEHOWTHEYRUN
CHAPTER 2: CITYPLANET
CHAPTER 3: LOCKDOWN
CHAPTER 4: DUGSOPLENTY
CHAPTER 5: BANTHAPOODOO
CHAPTER 6: MANDALORIANWAY

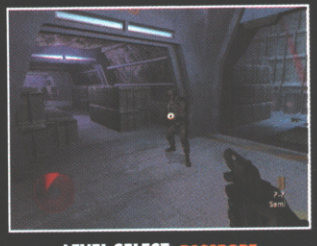
YOUR BEST TIPS

If you've got a star-quality tip that you want to share or if you'd like our resident expert Barny to answer a query, send it into us at: cvgtips@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET, LONDON W1T 4JD

JAMES BOND 007: NIGHTFIRE

If Bond was playing a videogame, you know he'd be up for a bit of cheating. Enter any of these codes in the codename section.



LEVEL SELECT: PASSPORT

UPLINK MODE: TRANSMIT

DEMOLITION MODE: TNT

BARON SAMEDI: VOODOO

GOLDFINGER: MIDAS

JAWS: DENTAL

ODDJOB: BOWLER

SCARAMANGA: ASSASSIN

XENIA: JANUS

ROCKY

XBOX Enter the following codes at the main menu.

DOUBLE PUNCH DAMAGE: Hold R and press Right, Down, Left, Up, Left, L
DOUBLE SPEED BOXING: Hold R and press Down, Left, Down, Up, Right, L
ALL DEFAULT BOXERS AND ARENAS: Hold R and press Right, Down, Up, Left, Up, L
ALL DEFAULT BOXERS, ARENAS, AND ROCKY STATUE: Hold R and press Right, Right, Right, Left, Right, L
ALL DEFAULT BOXERS, ARENAS, ROCKY STATUE, AND MICKEY: Hold R and press Up, Down, Down, Left, Left, L
FULL STATS IN TOURNAMENT AND EXHIBITION MODE: Hold R and press Left, Up, Up, Down, Right, L
FULL STATS IN MOVIE MODE: Hold R and press Right, Down, Down, Up, Left, L
WIN FIGHT IN MOVIE MODE: Hold R and press Right, Right, Left, Left, Up, L (Press Black + White during a fight in movie mode)

LORD OF THE RINGS: THE TWO TOWERS

GBA **GIMLI:** To unlock Gimli (for multiplayer) beat the singleplayer game using two characters on any difficulty setting. Then, in multiplayer, select an empty slot to choose Gimli.

MEDAL OF HONOR: FRONTLINE

XBOX Enter the following codes into the Enigma Machine. Green lights will flash confirming correct entry. Some codes have to be switched on in the Bonus menu.

BULLET SHIELD: NOHITSFORU
UNLOCK MISSION 2: BASS
UNLOCK MISSION 3: STURGEON
UNLOCK MISSION 4: PIKE
UNLOCK MISSION 5: TROUT
UNLOCK MISSION 6: CATFISH
EARN GOLD STAR: SALMON
PAINTBALL FMV: COTOBREATH
ANIMATION REEL: FLIPBOOK

TONY HAWKS PRO SKATER 4

PS2 Input the following codes into the Cheats option.

HIDDEN SKATERS: homielist
MOON PHYSICS: superfly
MATRIX MODE: nospoon

MEDIEVAL: TOTAL WAR

PC Enter the following codes on the Campaign Map.

YOUR PROVINCES GET GOLD: .mefoundsomeau.
YOUR PROVINCES GET SILVER: .mefoundsomeag.
YOUR PROVINCES GET COPPER: .mefoundsomecu.
YOUR PROVINCES GET IRON: .viagra.
MAP: matteosartori.
1,000,000 FLORINS: .deadringer.
FAST CONSTRUCTION: .worksundays.
UNITS AND BUILDINGS UNLOCKED: .badgerbunny.

STAR WARS: JEDI KNIGHT 2 JEDI OUTCAST

GC XBOX Enter the following codes into the cheat screen.

UNLOCK FIRST SEVEN MISSIONS: CHERRY (this lets you get to the lightsaber levels quickly)
ALL FMX: FLICKY
MULTIPLAYER CHARACTERS: PEEPS

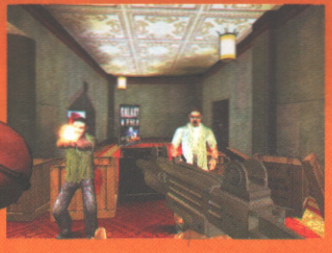
MEDAL OF HONOR: FRONTLINE

GC Enter any of the following codes into the Enigma Machine. Green lights will flash to confirm correct entry. Some of the codes will have to be switched on in the bonus menu

SILVER BULLET MODE: SILVERSHOT
RUBBER GRENADE MODE: BOUNCE
SNIPE-O-RAMA MODE: SUPERSHOT
MISSION 2 A STORM IN THE PORT: EAGLE
MISSION 3 NEEDLE IN A HAYSTACK: HAWK
MISSION 4 SEVERAL BRIDGES TOO FAR: PARROT
MISSION 5 ROLLING THUNDER: DOVE
MISSION 6 THE HORTEN'S NEST: TOUCAN
COMPLETE MISSION WITH GOLD STAR: SEAGULL

DUKE NUKEM ADVANCE

GBA **CHEAT MENU:** During gameplay pause the game. Hold down the L button and quickly tap LEFT, UP, A, UP, LEFT, A, START, SELECT.



DIE HARD: VENDETTA

GC Tap in the following codes at the main menu. Thanks to John Hinton for sending them in.

INVINCIBLE: L, R, L, R, L, R, L, R
BIG HEADS: R, R, L, R
LIQUID METAL: B, Y, X, B, Y, X

PHANTOM CRASH

XBOX **MORE MONEY:** On the map screen put the character icon over the Garage area. Rotate the right analog stick x10 for 1000 NY. Do it once a day
BETTER SCOOBIES: The three main Scoobie companies have a special mech for sale on each day that is a multiple of six (6, 12, 18, etc)
MORE SCOOBIE MAKES: Beat Yuki, get a clear save, then more types of Scoobie will show up in the Wild Machines used SV section. They appear on days 1, 5, 9, 13, 17, 21, 29, 37, 49 and 53

REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope: The Computer And Video Games Tips Helpline.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions

GRAND THEFT AUTO VICE CITY

PS2 Q. I've run out of missions and I'm less then halfway through. The last proper mission I did was called Hit the Courier at the Print Works. I've done lots of rampages and found all the hidden packets but I can't find anything else to do. Is my game broken or something?
Anon, via email

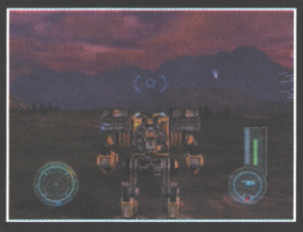
A. You probably haven't done all of the asset missions. Make sure you've bought the following properties: Boatyard, Cherry Popper Ice Cream Factory, Pole Position Strip Club, Sunshine Autos, The Malibu Club, The Film Studios and Kaufman Cabs. Each will give you a few more missions. However, they are not always obvious. The Boatyard can be completed by getting into the right-side boat and finishing the Checkpoint mission. The Pole Position can be completed by spending around $600 watching the stripper. At the back of Sunshine Autos is a garage with a list of cars. Get all these back to the garage. To finish the Cherry Poppers mission you must drive the ice cream van round with its jingle playing and do 50 deals.

MECH ASSAULT

XBOX Q. I've got to beat this big robot thing called Ragnorak. The problem is he completely pulverises me in about 20 seconds. He's got this shield thing too, meaning that I can't do him any damage and if I try hiding, I get attacked by some tanks that come from nowhere. It seems impossible so I reckon there must be some trick to doing it...
Paul Ye, via email

A. Make sure you're using a mech that can go faster then Ragnorak, such as the Mad Cat. When you reach the area with the giant ship do not shoot it down as instructed. Instead go through the tunnel on the far side and destroy the tunnel and bridge as this will stop those annoying tanks from bothering you later. Next destroy all of the buildings (except the gas tanks) in the main compound as some of them contain health.

Once you've done all of that, blow up the ship on the opposite side from where Ragnorak appears. When he comes out he should go near the gas tanks so blow them up. His shield will flicker on and off. When he comes at you shoot him while trying to keep most of the ship between you. Keep moving backwards and use the health scattered around. Keep shooting at him and it will soon be over as his health bar is the same size as an Atlas mech.



STAR WARS ROGUE LEADER: ROGUE SQADRON 2

GC Q. Help – I'm stuck on the Bespin level where you need to blow up the gun platforms before too many gas cylinders are destroyed. No matter how fast I kill the TIE fighters and the guns on the platforms, the mission always fails me before I get near the end. My wing-mates seem to be doing nothing while I get blasted to bits. What can I do to make things easier?
Simon, via email

A. The gun platforms can be destroyed really quickly. Approach them from below and target the tanks on the underside of the platforms. They do not appear as targets but they will blow with a few shots. Do this and it'll save you enough time to easily beat the mission.

HITMAN 2: SILENT ASSASSIN

PS2 Q. I'm stuck on Invitation to a Party. I can easily finish the level by killing lots of people but I want to do it sneakily and get the Silent Assassin rating. I've got no idea how to do this – it always seems to end in a bloody mess. Any ideas?
Andrew Wood, London

A. There should be a party guest outside on the far side of the building. Subdue him with chloroform and change into his clothes, being sure to get the party invite. Hide his body, keep the invitation equipped and enter the building. Find the room with the maid in that the target visits, and wait next door. When the target walks past shoot him in the head with a silenced pistol and drag his body into the nearby room. Take the invite and enter the main room (where most of the guests are). When the second target leaves follow him until he enters a room with a safe. Use chloroform on him and get the combination from his body. Get the briefcase from the safe and then walk out of the front door and to the exit.

THE GETAWAY PLAYER'S GUIDE

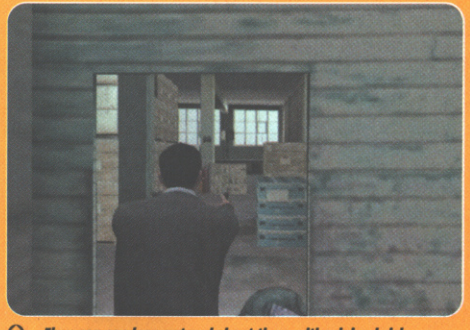
Barny Zoeller shows you how to crack this tough nut of a gangster game

1 THE FRIGHTENER

Simply follow the red car. If you see your indicators flashing, then take the next turn that comes up.

When you reach the warehouse get out your gun and fire a shot to alert the guards. As they rush out of the gate you can easily blow them away. Once inside the yard, shoot the barrels by the steps to blow them up along with a hidden thug. Enter the door to the building and shoot the cylinders dead ahead, then walk round to the left and blow the barrels at the end. This should kill most of the gangsters. Be sure to grab the shotgun from one of their bodies or from the room at the top of the green steps. Make your way through the warehouse until the next cutscene.

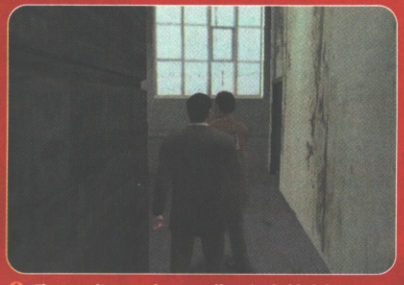
Lean against walls to get an idea of what's round the corner...



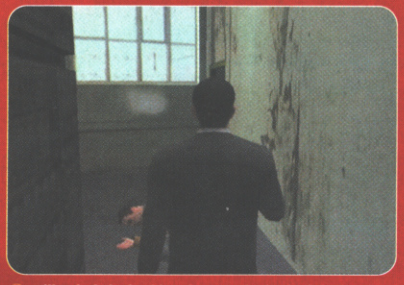
...Then you can lean out and shoot them with minimal risk

2 TAXI FOR MR CHAI?

After reaching the destination, you will have to sneak around. Wait until the guy in front walks away and follow him into the warehouse. Sneak round the crates until you can see the back of the guy by the door. Hit him on the back of the head, then duck into that room and hide under the stairs until another thug walks away. Go upstairs and wait outside the top room until all the gang members walk off. Go through and bash the bald guy on the head then dash into the room opposite and walk into the office. After the cutscene you need to deliver the body to Chinatown. Follow the directions to finish the mission.



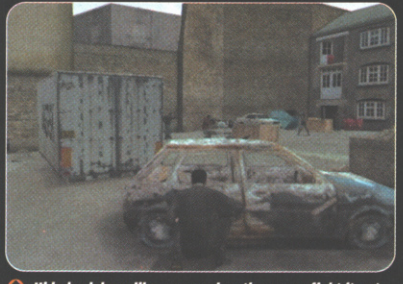
They won't see or hear you if you're behind them



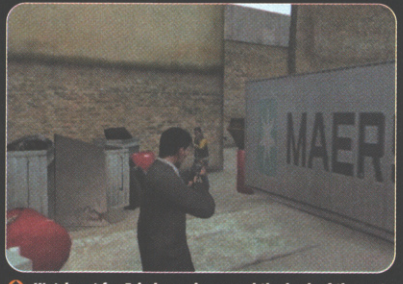
Kill quietly by bashing them on the back of the head

3 OUT OF THE FRYING PAN

Drive slowly, following your indicators. When they flash get out of the car and look for a wheel-less car in a garage. Enter the yard; you're caught between the Yardies and the Triads. Get behind the container to the left and hold off the gangsters. Roll round behind the wrecked car and you'll find another machine gun. Duck behind the car and shoot any gangsters that take an interest in you, otherwise let the two gangs fight it out. When the firing stops, check the street and the inside of the building (be careful as there is usually one tucked behind the door) and kill any survivors. Leave the yard to finish the mission.



Hide back here like a coward as the gangs fight it out



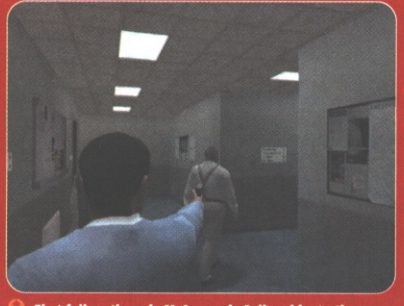
Watch out for Triads coming round the back of the crate

4 FILTHY BUSINESS

After getting into the BT van, follow the indicators and ram the second BT van until it stops moving. Speed to the next destination. Go inside and follow the policeman. When he leaves you alone sneak out of the room and follow the signs pointing to the First Floor. Go upstairs. At the T-junction go right, then left, then right again at the end. Follow the corridor round to the right. The Evidence Room is on the left.

Pick up a gun. Just outside round the corner is an officer in a white shirt. He's your target. However, he is very strong, so wait and follow him. When he enters the computer room, use the machines as cover to get to the other side. When he enters the office follow the corridor and turn right, as the target will come out from a door further down. Follow him downstairs and walk behind him until he enters a dark room. Go inside and kill him.

After the cutscene turn left out of the room. Take the first right but be careful of the SWAT team, which chases after you. Go left, then right, then into the first corridor on the left. At the end you should see a sign pointing to the exit. As soon as you get outside the back gate will close, meaning you must head back the way you came. When you see two opened double-doors, shoot the SWAT team and head outside. Get in the nearest police car after shooting the guy by the van. As soon as your friend gets in, follow your indicators to the depot.



That fellow there is McCormack. Follow him to the room all the way downstairs where you can kill him

Sparky takes a few more bullets then your average gangster, but two butts to the back of his head will finish him even quicker

Shoot the red crates full of ammo and you'll kill several bad guys at the same time. The fireworks look pretty cool too

5 A CAT IN A BAG

Drive to the depot and watch the cutscene. Hide behind the crates. The three characters you can see are all bosses requiring about 20 bullets each. Wait for Sparky to walk over. When you get the chance, run around the boxes and attack him from behind. A few good bashes to the head should finish him off. Move down a bit and to the left. Lean against the boxes.

Roll across the gap to the stack of crates, and kill the men running up the other side. Use these crates as cover to take out the bad guys on the far wall. If you need any ammo, find the area surrounded by crates in the middle of the first half of the warehouse. Lean against the wall and fire at the red crates until they blow up. This will kill a lot of gangsters, leaving their machine guns and shotguns behind. There are more red crates to be blown up in the other half of the warehouse, so target these instead of wasting ammo on the men nearby. Once the warehouse is clear, take the stairs and enter the corridor above. Take the steps leading down. Wait for the police to show up outside, then move through the offices to finish the mission.

6 THE PRODIGAL SON

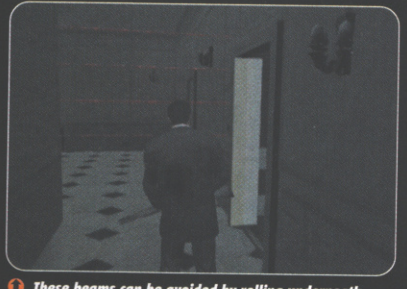
Run out of the cell and pick up a gun from one of the dead guards. Make your way through the underground area, making sure Yasmin does not get killed. When you go up the steps, watch out for the gangsters on the right. Move from crate to crate, taking down each enemy as you see them. Shoot your way outside and get in the car with Yasmin. When you reach the indicated street, the way in is down some steps on the side of the road. If you trigger the laser beams, run through the poison gas and find a quiet room to recover in. To get past the first set lean against the wall and move sideways. To get past the second set, go through the kitchen.

Move through the storerooms. The best way to get past the third set of beams is by leaning against the wall and walking sideways upstairs. Waste the men in the garden then re-enter the house via the far door. Yasmin will get trapped in the garden so continue without her for now.

Avoid the next set of beams by rolling. Clear out the lower rooms and Yasmin will catch up. Run upstairs and through the open door. Beams will trap Yasmin again so leave her. Roll under the first set of beams in the following room, then under the single beam on the right side. Lean against the wall and sidestep to avoid the next set. This will let you back into the hallway, which will switch off the beams separating you from Yasmin.

Kill the men who come from downstairs and upstairs, then go up. Enter the open door and sidestep along the wall to get to the pool table without setting off the beams. Roll under the lasers by the pool table and enter the next room. Carefully roll under the single beam crossing the room then lean against the wall and sidestep towards the door. Roll under the beams in the following room then shoot your way upstairs. Walk slowly into the next room and roll around the bed after taking out the guard. Roll through the next room and go upstairs. Enter each room at the top to finish the mission.

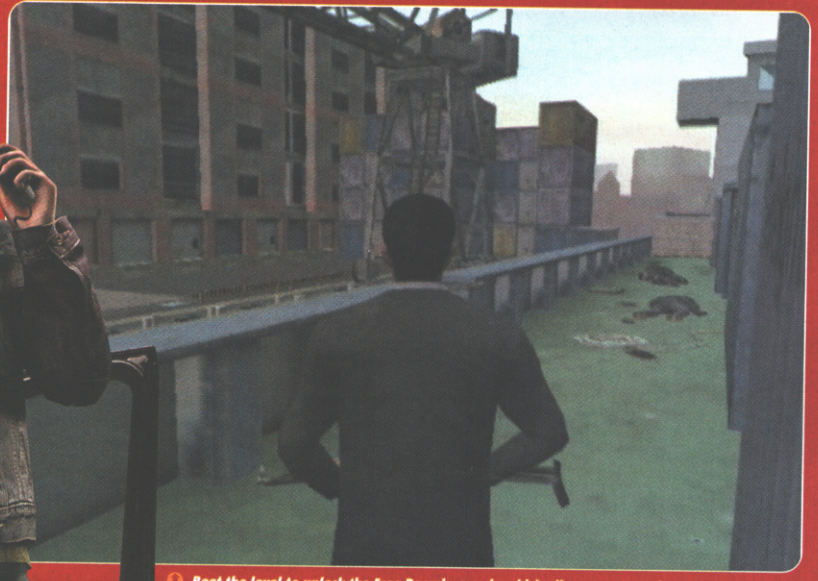
Sidestep along the wall to get past the first set of laser beams. If you trigger them prepare to get gassed



These beams can be avoided by rolling underneath them. Make sure you give yourself enough space to move

7 ABOARD THE SOL VITA

Drive to the ship. Get on board and when you've done that, look after Yasmin. Let the fight on the ship finish before killing the survivors. Once that's over, follow Yasmin into the interior. Go down the steps right next to the door. When you get to the bottom of the ship, go through the door. Shoot the yellow barrels on either side. There are a lot of gangsters down here so proceed carefully, checking around each corner first. Make sure you are not standing too close to any yellow barrels when fighting. There's a room full of crates at the far end of the ship. Go inside and work your way around. Once you've killed all the thugs inside, shoot the man with a shotgun on the top end to get to the next cutscene. That unlocks the Free Roaming Mode and allows you to play as DC Carter.



Beat the level to unlock the Free Roaming mode which allows you to cruise around London

8 THE BARGAIN BASEMENT

Follow your mate into the hotel and go left at the corner. Run straight down the corridor and go left, then right at the end. Find the stairs and go up. Lean against the wall by the broken floor in the corridor and sidestep to the other side. Make your way to the far end of the building where your friend is, and climb up the stairs nearest to him. Follow the SWAT team to the other side of the building and let them arrest the suspect. Afterwards get in the nearest police car and follow your indicators.

That's right, there really are topless women in this game

Sidestep along the wall to get across the gap. Fall and you die!

9 PAINTING THE TOWN RED

The area you need to get to is very close. When you reach the street with all the fighting, drive down to the end and into the underground carpark. Run over as many gangsters as you can. When you reach the lower area, use the pillars as cover and kill any enemies nearby before going down the steps in the middle. In the next area some police will show up and give you a hand. Go down to the next level where you will find some more Triads to waste. Go down yet again. This time once you've killed everyone the mission will end.

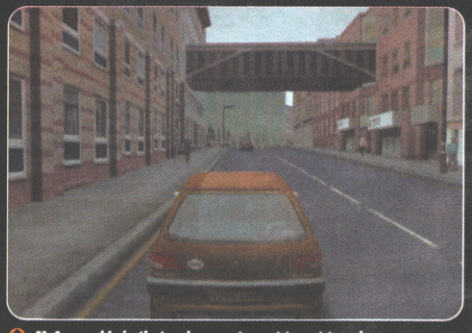
Smash your way through China Town and drive down into the underground carpark at the far end

Make your way down to the bottom of the carpark and kill anyone lurking around who's not a policeman

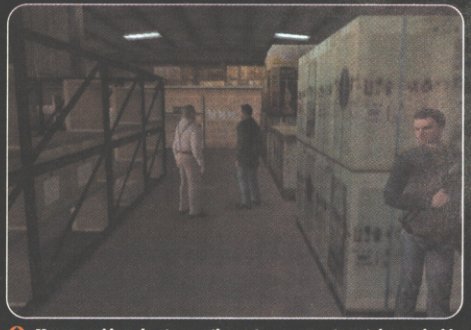
10 STALKING MCCORMACK

Go downstairs. There will be a familiar battle raging outside but do not go out that way. Stand by the door and kill all the nearest gangsters, then go out the same way you came in. Once you reach the street grab a car and follow the indicators to the police station. When you get there look out for a dark red car that pulls out. That's McCormack, so follow him but do not get too close. Try to keep his car so that you can just about see it. If your indicators are flashing it means you're too close, so pull back.

When you reach the depot sneak inside. When you hear voices stand by the door and watch McCormack. Follow in the direction he went. Hide by some crates on the other side of the low wall and keep watching the cop. When he walks off, dash over to hide behind the ammo crates. Move round the crates towards the side of the warehouse. There are some steps leading into a red steel stacking unit. Climb up the ones on the side nearest the wall and look down on McCormack. Sneak back to the crates by the low wall. From there you should be able to get up the stairs to the metal walkway. After the cutscene you'll be back outside, so grab a car and follow the indicators to a side exit of the hospital. Go up the steps inside. At the top turn left, then left again to find the second set of stairs. Go up the stairs. Turn right at the top and run round through the corridor and into the room with a policeman outside.



McCormack's in that red car so try not to get too close



More sneaking about - use the crates as cover to get deeper inside

11 DO THE WORLD A FAVOUR

The corridor outside is swarming with gangsters, so use your pistols and walk out shooting the guys nearest first. There's another room just across the hall if you need a breather. Head back to the stairs, making sure you've killed all the Bethnal boys on the second floor before going down to the first. In the wards on the first floor is a fat man in a blue suit. He takes about 50 bullets to take down so be extremely careful. He also likes to circle around and attack you from behind, so if you have to take a breather, hide in one of the rooms upstairs. If you see him running, chase after him. Once you've cleared the hospital go outside and get a car. There are only two rooms in the lock-up, but they are both full of bad guys so proceed slowly. When you enter the second room more men will show up and attack you from behind. Kill them all and stand on the files in the back corner.

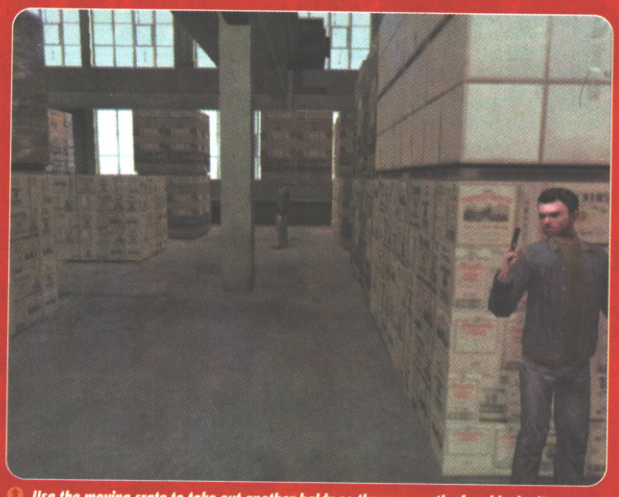
These are the files you need to finish the mission, but not in the way you might think. Stack 'em up and stand on them!

12 THE JOLSON FILES

Steal one of the cars outside and drive to the warehouse. Lean by the entrance and watch the two men. When the bald one walks off, move behind the other and smack him on the head. Enter the building where you will find baldy with his back turned, letting you smack him on the back of the head. Wait for the three men in the warehouse to wander off before entering the main area (lean against the wall to avoid the one who enters the office).

Hide by the closest crates so that you are near the windows. Wait for a man to enter the other half of the warehouse and follow him in. After the two men move off, wait for the moving crate to be just in front of the bald man and run down and knock him out. From here you can move along the back wall to the other side of the warehouse. When you see only one man by the hatch leading to the basement, knock him out and go downstairs. Wait by the corner for the two men to move. Ignore the guy watching TV and run over to the man in green. Knock him out and enter the next room to complete the mission.

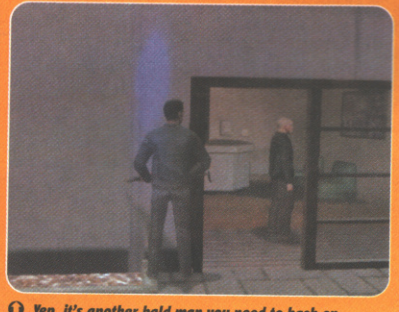
Smack the bald man across the back of the head. He deserves it, standing there facing the wall



Use the moving crate to take out another baldy so the guys on the far side don't see you

13 MEET MARK HAMMOND

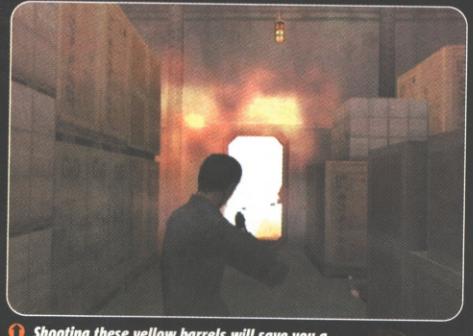
Go upstairs and kill all the gangsters waiting for you. The rest of the warehouse is full of thugs, so shoot your way outside and nab yourself a car. Put your foot down as you drive to the depot, which is across the Thames on the north side of London. Once you get there wait for the bald man to turn right, then run after him and knock him out. Go upstairs and into the warehouse area. Run down the steps and knock out the man at the bottom. Run round and hide by the crates on the other side of the low wall. Move up the right side of the warehouse and look for a gap in the crates. Get close to the car and van without being seen, to complete the mission.



Yep, it's another bald man you need to bash on the back of the head. They must all be related

Get as close as you can to the meeting and listen in on their conversation. Hmm, very interesting...

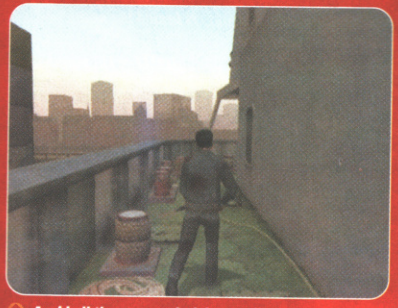
You should be an expert at running and shooting by now so quickly clear a path. Almost there, but you've still got to beat the clock



Shooting these yellow barrels will save you a lot of trouble when you go out the door

14 SHOWDOWN WITH JAKE

Shoot the remaining guards and grab a car outside. Drive all the way across town to the south side of the river and find the Sol Vita. Climb the ramp and knock out the man with his back turned at the top. The ship is swarming with Bethnal boys, but you can bypass most of them by heading left at the top of the ramp and running round to the back end of the ship, where you will find the door to the inside. If you see Jake, shoot him and follow him. Climb the stairs to the ship's lounge and get ready to kill a lot of criminals. From here go outside again and up to the top deck. Jake will be among the crates suspended from the moving crane. Backtrack all the way back down to the main deck of the ship and walk over to the far end where you should find and kill Jake.



Avoid all the men on deck by running to the rear entrance of the ship. The skyline looks good from here too

When you get to the top of the ship you realise that Jake's gone all the way back down. So must you

15 LAND OF HOPE AND GLORY

You need to get off the ship in three minutes. As you make your way through you will be attacked continuously, so learn where the bad guys are and be ready for them. This is important because if you spend too much time healing, you will run out of time. Run down to the door at the top of the steps on the left, straight ahead. Go round across the walkway to the other side. Make your way through the crates to the door on the other side. Shoot the barrels outside the door and finish off any men to the right. Run left to the other end of the ship and go through the engine room to reach the main deck level, which finishes the level and the game.

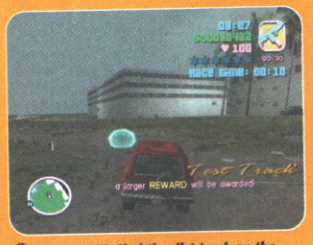
GTA: VICE CITY PLAYER'S GUIDE

Leave death and destruction in your wake! Barny Zoeller shows you how

1 CHECKPOINT RACES

You will have to complete all of these if you want to get 100 per cent. They may not appear until after you've unlocked the second island.

TRIAL BY DIRT: Find the dirt track on the northeastern corner of Downtown. A Sanchez is parked on it. Get on the bike to start the clock. Drive through the checkpoints. Take an Uzi for the second lap as you'll be attacked



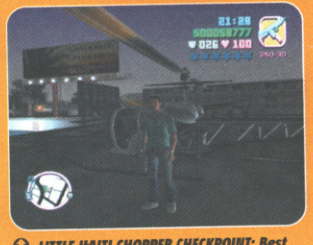
TEST TRACK: Find the dirt track on the northeastern corner of Downtown. There is a Landstalker parked on it. Get in to start the timer. You need to do two laps of the course by following the checkpoints

PCJ PLAYGROUND: Head north from Ocean View Hotel on the beach road. When it curves west look for the hotel in front. Usually there's a PCJ-600 bike there. Get on to start the timer

CONE CRAZY: This usually appears on the top level of the ivy-clad multistorey carpark in Ocean Beach. At the top is usually a Stallion (if not, drive away, then come back).

OCEAN BEACH CHOPPER CHECKPOINT: In the yard of the white building is a bike. Jump up the stairs on it to the first roof. On the next roof is the Sparrow. Get in and start the race

VICE POINT CHOPPER CHECKPOINT: Opposite Links View Heights is an arch. Go through; check the grass on the right for the Sparrow. The checkpoint starts as you enter the chopper

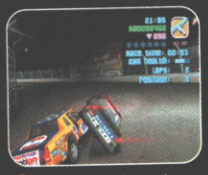


LITTLE HAITI CHOPPER CHECKPOINT: Best reached by helicopter. Fly to Kaufman cabs in Little Haiti. Fly east from Kaufman Cabs and you should see the Sparrow on the roof of a building to the left. Get in to start the event

DOWNTOWN CHOPPER CHECKPOINT: Follow the road east then north from the Greasy Chopper. Ignore the first left. Keep your eyes left. When you see some cream-coloured steps climb up them to find the Sparrow

2 THE HYMAN MEMORIAL STADIUM

Arena events take place inside the stadium. It is only open between 20:00 and 23.59. The big signs over the approach roads to the stadium should tell you which event is going on that day.



HOTRING: A Nascar-type event over 12 laps. When your damage meter's down to about a quarter, stop in the pit area to repair. Drive carefully and you should win

BLOODRING: You have to race for the checkpoints while trying not to be destroyed by the other cars. You only need to survive for one minute - not too hard

DIRTRING: This is a checkpoint stunt course. There's no time limit, which is just as well as some of the checkpoints are really hard to reach. Good luck

3 RC RACES

To get these you have to enter one of the Topfun vans. They're not worth a lot of money to you but you will need to finish them all if you are planning on getting 100 per cent.

RC BARON RACE: Get on the top storey of the carpark next to North Point Mall. Fly a remote-controlled plane in a race through checkpoints. The other planes are fairly slow - the hard bit is steering

RC BANDIT RACE: The Topfun van is parked by the side of the dirtring track at the north end of the beach. This is a tricky remote-controlled car race but concentrate and you'll do it

RC RAIDER PICK UPS: In the southern part of the airport. From Sunshine Autos drive south, then west to the airport. After the sign go left to the southern-most entrance - the van is by a gate

4 RAMPAGES: OCEAN BEACH

RAMPAGE 1: Run over and kill 30 Gang Members in two minutes. On the beach just to the north of the lighthouse.

RAMPAGE 2: Kill 30 Gang Members in two minutes. Molotovs. From Ocean View Hotel drive south. On the left is an unmarked gravel track heading towards the lighthouse. Drive down; the rampage is on the left.

RAMPAGE 3: Kill 25 Gang Members in two minutes. Shotgun. On the top of the Washington Mall. Use the spiral ramp to get up.

RAMPAGE 4: Kill 10 Gang Members in two minutes. Katana. From the front of the Ocean View Hospital drive south. Go past the first left. On the left is a green hedge. Enter the third gap, go south then east between the two houses. Go straight and look behind the tree.

RAMPAGE 5: Kill 25 Gang Members in two minutes. PSG-1. Go to the top of the multistorey carpark near the Ocean View Hotel. Walk off the ramp on the top and then drop down on to the roof below. The rampage is on the corner.

RAMPAGE 6: Kill 20 Gang Members in two minutes. Chainsaw. From Raphael's enter the tall apartment to the northeast. The rampage is behind the wall.

RAMPAGE 7: Kill 25 Gang Members in two minutes. M4. By the steps of the first white-and-black building north of Cortez's Yacht.

RAMPAGE 8: Destroy 10 Vehicles in two minutes. Rocket Launcher. Get a helicopter and fly to the western-most of the three wooden islands south of Cortez's Yacht.

5 RAMPAGES: WASHINGTON BEACH

RAMPAGE 9: Kill 25 Gang Members in two minutes. MP5. From Bunch of Tools cross the road to the east and enter the concrete yard. In front of a pink building.

RAMPAGE 10: Kill 30 Gang Members in two minutes. SPAS-12. Follow beach north from Ocean View Hotel. As it curves west get out of your car, enter the grounds of the first hotel to the north. It's behind a bush.

6 RAMPAGES: VICE POINT

RAMPAGE 11: Kill 10 Gang Members in two minutes. PSG-1. Enter the grounds of the hotel to the southeast of the Malibu Club. Go behind it to an area with a drained swimming pool. Climb to the highest diving board to find the rampage.

RAMPAGE 12: Kill 20 Gang Members in two minutes. Chainsaw. The rampage is on the docks by the north side of the bridge leading off to the golf club.

RAMPAGE 13: Kill 35 Gang Members in two minutes. M4. It's located next to the eastern entrance of the North Point Mall.

RAMPAGE 14: Kill 25 Gang Members in two minutes. Python. Opposite the eastern entrance to the North Point Mall is an orange-and-white building. Go behind this building to the beach and the rampage is by the wall.

RAMPAGE 15: Drive by and waste 30 Gang Members in two minutes. Uzi. By the side of the North Point Mall is a multistorey carpark. Opposite this is a building; the rampage is behind it.

RAMPAGE 16: Kill 30 Gang Members in two minutes. Rocket Launcher. Inside the North Point Mall. Go upstairs to a shop called Vinyl Countdown. The rampage is by some planted palm trees.

RAMPAGE 17: Drive by and waste 35 Gang Members in two minutes. Uzi. Head north from Avery Carrington's building site. At the end of the road is a cul-de-sac. The rampage is by it.

7 RAMPAGES: STARFISH ISLAND

RAMPAGE 18: Run over and kill 35 Gang Members in two minutes. As you come off the bridge from Little Havana look in the grounds of the first house to the left

8 RAMPAGES: VICE PORT

RAMPAGE 19: Destroy 15 Vehicles in two minutes. Rocket Launcher. On the deck of the large ship that's moored on the east side of Vice Port. The rampage is by the ship's southern funnel.

RAMPAGE 20: Kill 35 Gang Members in two minutes. Grenades. Start heading northwards from the Vice Port Pay 'N' Spray. Take a left turn when you reach the crossroads and then turn into the grounds of the large orange hotel. Carry on past the pool and look left – the rampage is on the grass.

9 RAMPAGES: LITTLE HAVANA

RAMPAGE 21: Gun down 20 Gang Members in two minutes. Sniper Rifle. Get into a helicopter. Fly along the bridge leading from Starfish Island to Little Havana. Fly over the building opposite where the bridge ends and then land on the building to the north.

RAMPAGE 22: Kill 20 Gang Members in two minutes. Ruger. Just to the south of Café Robina (which is by the road that leads to Sunshine Autos) is a building with a flight of stairs leading up the back. The rampage is on top of the building.

RAMPAGE 23: Kill 25 Gang Members in two minutes. Shotgun. From the Vice City Printing Works take the road west. At the T-junction turn south. At the next T-junction head east and turn on to the grass by the blue building with a ramp. The rampage is on the basketball court behind.

RAMPAGE 24: Kill 10 Gang Members in two minutes. Katana. Head north from the Cherry Poppers and take the first left. Enter the yard to the right opposite the basketball courts and you'll see that the rampage is in the corner.

10 RAMPAGE: LITTLE HAITI

RAMPAGE 25: Kill 30 Gang Members in two minutes. Machine gun. Run north from the front of the Print Works to the end of the wooden fence. Turn into the area behind the small house to find the rampage nearby.

RAMPAGE 26: Kill 35 Gang Members in two minutes. SPAS-12. From the Print Works head west then take the road going north at the T-junction. On the left you'll see a large billboard. Go up the alley next to the billboard. Follow the dock round to the south to find it.

RAMPAGE 27: Kill 30 Gang Members in two minutes. M60. Follow the road north from Cherry Poppers. Look out for the Moist Palms Hotel on the left. Drive into the parking area located behind the hotel. Drive on to the grass on the right-hand side, and then look back at the corner of the building. You should see the rampage.

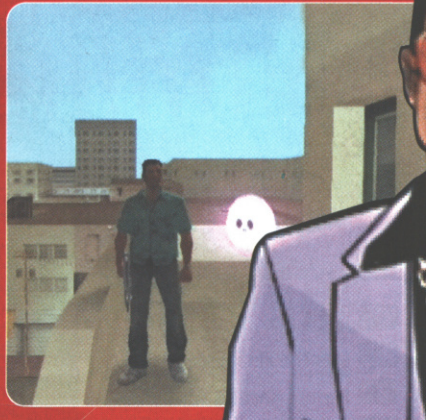
11 RAMPAGES: DOWNTOWN

RAMPAGE 28: Drive by and waste 35 Gang Members in two minutes. Uzi. Look in the alleyways behind Well Stacked Pizza in Downtown.

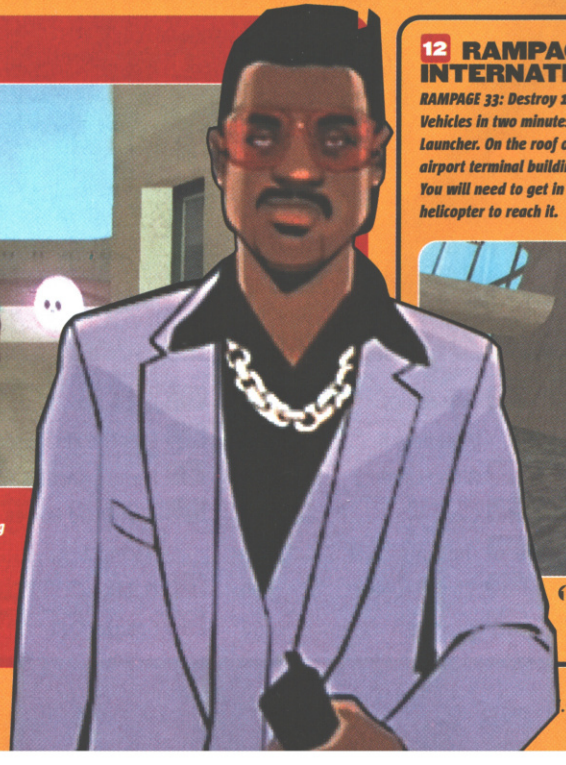
RAMPAGE 29: Kill 40 Gang Members in two minutes. Molotov Cocktails. Come off the bridge from Prawn Island towards Downtown. Look right as you come off the bridge for a whitish building with steps. At the top of the steps is the icon.

RAMPAGE 30: Kill 25 Gang Members in two minutes. Python. Across the road to the south of the Downtown Ammu-Nation and Shooting Range is a set of long steps. The rampage is at the top.

RAMPAGE 31: Kill 30 Gang Members in two minutes. Minigun. Head east from the Hyman Condo. Look right for a strange sculpture that has a ball on top. The rampage is just behind it.



RAMPAGE 32: Kill 30 Gang Members in two minutes. Flame-thrower. Go to Hyman Memorial Stadium. To the north are two helipads. The rampage is by the pads



12 RAMPAGES: ESCOBAR INTERNATIONAL AIRPORT

RAMPAGE 33: Destroy 12 Vehicles in two minutes. Rocket Launcher. On the roof of the airport terminal building. You will need to get in a helicopter to reach it.

RAMPAGE 34: Destroy 15 of the Vehicles in two minutes. Minigun. You'll find this lying on the grass by the side of Fort Baxter Air Base. Get it quick and off you go!

RAMPAGE 35: Kill 25 Gang Members in two minutes. SPAS-12. It's inside the main airport building by the glass

REVIEWS THIS MONTH

Even though we bitch about how all the good games are released in the run-up to Christmas, leaving little for the rest of the year, it really is just as well that they are.

There's hardly anything coming out for the first few months of 2003. Given that loads of people have just been given consoles by kindly Mr Claus, this seems a bit backward. At least it's good news for the few games that are released after Chrimbly, though: stuff like Wild Arms and quirky action title SOS The Final Escape. These are games that would normally be overlooked amidst the pre-Christmas rush but which can now grab the attention they rightly deserve. Check 'em out for something a bit different.

Lee Skittrell
Games Editor

GC XB PS2 Mortal Kombat: Deadly Alliance 78
GBA Mortal Kombat: Deadly Alliance 81
XB Dead To Rights 82
PS2 Wild Arms 3 84
PS2 Legends Of Wrestling II 86
GC Blood Omen 2 87
PS2 Clone Wars 87
PS2 The Sims 88
PS2 Silent Scope 3 90
PC Sim City 4 90
XB Fire Blade 91
PS2 SOS The Final Escape 92
XB Furious Karting 94
XB ATV: Quad Power Racing 2 94
PC O.R.B. 95
PC Splinter Cell 95

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons
Editor

WHAT THE SCORES MEAN

1 Why, God, why?
2 Stinks. Never play this
3 A waste of your money
4 Maybe rent, never buy
5 Very average
6 Fairly solid but nowt special
7 Tasty
8 Quality game. Consider buying it
9 Class on a disc
10 An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. Worth buying the console to play the game

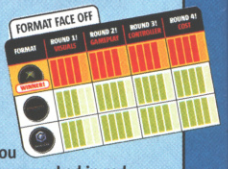
CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

MULTI-FORMAT REVIEWS

Own more than one console and want to know what version of a game is best? Well, CVG's new Format Face-Off box scores each platform according to Visuals, Gameplay, Controller and Cost, with an average giving you a Winner or a Draw, marked in red.



Since games don't always release at the same time, you only get the Format Face-Off when we've rated two or more versions. And where formats are radically different we'll do separate reviews.

CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW – THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS IN QUESTION.

AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW – IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.

EACH ISSUE WE'LL UPDATE OUR LISTS TO INCLUDE ANY NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | > NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GTA VICE CITY
D ROCKSTAR P TAKE 2 £ 39.99 I 254 NP 1
Another violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D KONAMI P KONAMI £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short though

TONY HAWK'S 4
D NEVERSOFT P ACTIVISION £ 39.99 I 254 NP 1-4 (ONLINE)
More exciting and satisfying but not as ground-breaking as earlier incarnations. Still the best extreme sports game out there on any format, though

PES 2
D KONAMI P KONAMI £ 39.99 I 253 NP 8
The most accurate footie game around while remaining fun. Like its predecessor, PES2 rewards the time you invest

TIMESPLITTERS 2
D FREE RADICAL P EIDOS £ 44.99 I 252 NP 16
PS2's finest first-person shooter yet. Fast, furious and fantastic-looking; answers critics of the original with a double barrel in the face

XBOX

SPLINTER CELL
D UBI SOFT P UBI SOFT £ 44.99 I 254 NP 1
Tense, realistic and the best stealth game to date. Move over Snake, Sam's the man. We're left wondering how hard MGS 2 Substance will rock come next March

BLINX: THE TIME SWEEPER
D ARTOON P MICROSOFT £ 39.99 I 253 NP 1
A highly original platformer from Sonic's co-creator exploring Xbox's true potential. Not perfect, but lots of fun

DEAD OR ALIVE 3
D TEAM NINJA P MICROSOFT £ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

HALO
D BUNGIE P MICROSOFT £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

NEW ENTRY **TONY HAWK'S PRO SKATER 4**
D NEVERSOFT P ACTIVISION £ 39.99 I 254 NP 8 (OFFLINE ONLY)
Much like the PS2 version, only with a slightly cack controller making tricking tougher, and NO online play. Still, they doubled the offline multiplayer count...

GAME BOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO P NINTENDO £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE P NINTENDO £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO P NINTENDO £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO P NINTENDO £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

NEW ENTRY **SUPER GHOULS 'N GHOSTS**
D CAPCOM P CAPCOM £ 34.99 I 251 NP 1
A stiffer challenge than Mario's playful platform scroller. Looks great too. Retro appeal is optional

GAMECUBE

SUPER MONKEY BALL
D AV/SEGA P INFOGRAMES £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

RESIDENT EVIL
D CAPCOM P CAPCOM £ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D NINTENDO P NINTENDO £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

NEW ENTRY **SUPER MARIO SUNSHINE**
D NINTENDO P NINTENDO £ 39.99 I 251/2 NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LABORATORY P NINTENDO £ 39.99 I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D FIRAXIS P INFOGRAMES £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

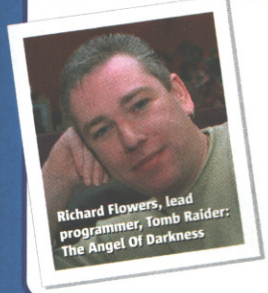
OPERATION FLASHPOINT
D BOHEMIA P CODEMASTERS £ 29.99 (GOLD EDITION) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

NOLF 2
D MONOLITH P VU GAMES £ 34.99 I 254 NP 4
In a situation reversal worthy of any spy movie, Cate Archer's second adventure is everything the rubbish original wasn't. A funny, inventive and great-looking stealth FPS, it proves PC one-player gaming is very much alive

HALF-LIFE
D VALVE P VIVENDI I 206 £ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

Top five of the moment. This month: Richard Flowers, Lead Programmer, Tomb Raider: The Angel Of Darkness



KNIGHTLORE (ZX SPECTRUM/ AMSTRAD/BBC/MSX)
D Ultimate (1984)
£ £4 approx (eBay) NP 1
"Every aspect of the game is revolutionary and all done on the humble Speccy"

DUNGEON MASTER (ATARI ST/PC/ AMIGA/SNES)
D Faster Than Light (1986)
£ £5 approx (eBay) NP 1
"The first game that actually really got me involved. I still remember those bloody big rats!"

QUAKE (PC/SATURN/ N64/MAC)
D Id Software (1996)
£ £5 approx NP 1-16
"Simple gameplay mechanics and technically excellent – this one's a classic. Deathmatch, anyone?"

RESIDENT EVIL SERIES (PSONE/PS2/N64/GC/ DC/PC/SATURN)
D Capcom (1996-present)
£ £2 upwards (eBay) NP 1
"A wonderful gaming experience that truly manages to keep you on the edge of your seat"

SUPER MARIO 64 (N64)
D Nintendo (1996)
£ £6 approx (eBay) NP 1
"As well as being Mario's first leap into 3D, it had two great assets: its control and camera system"

BEST IMPORT

THE LEGEND OF ZELDA: THE WIND WAKER (GC)
D NINTENDO
P NINTENDO
£ 69.99 (JAP IMPORT) UK RELEASE: Q2 TBC NP: 1
Amazing-looking and completely immersive, classic Zelda to the power of 10. Language is a barrier but you'll be like a fly on a big poop as soon as you hit your first dungeon

CVG THE TEAM

Grappling lycra-clad pensioners to bring you this month's reviews

ZELDA WEAPON YOU MOST WANT IN REAL LIFE?	*"Turns Link into Mikau, the lead guitarist for the Indigo-gos! Get in there!"*	*"To help control my unfortunate flatulence"*	*"I'd jump off bridges and be known as 'that crazy guy with the big leaf'"*	*"If you'd seen its effects, you wouldn't need to ask why"*	*"So I could swordfight like Michelle Yeoh in Crouching Tiger"*	*"It's not really a weapon but it sure is groovy. Make love, not war!"*	*"No more queuing! Beat Mike to all the Nintendo freebies! Yes!"*
WHO ARE YOU?	ALEX SIMMONS EDITOR	LEE SKITTRELL GAMES EDITOR	MICHAEL COOPER STAFF WRITER	DEAN SCOTT FREELANCE	MAURA SUTTON FREELANCE	ALEX HUHTALA FREELANCE	PETE WALKER DEPUTY EDITOR
PLAYING FOR PLEASURE?	■ Metroid Fusion ■ GTA: Vice City ■ Unreal Championship on Xbox Live	■ Kingdom Hearts ■ SOS The Final Escape ■ Soul Calibur II	■ Zelda: A Link To The Past ■ Metroid Prime ■ Pro Evolution Soccer 2	■ Legend Of Zelda: The Wind Waker ■ Four Swords ■ Legend Of Zelda: A Link To The Past	■ Dead To Rights ■ Hot Wheels: Velocity X ■ The Sims	■ GTA: Vice City ■ Civilization III: Play The World ■ Pro Evolution Soccer 2	■ Earth & Beyond ■ Legend Of Zelda: A Link To The Past ■ Medal Of Honor: Allied Assault Spearhead
THE BEST LAUNCH GAME ON PLAYSTATION 3/XBOX 2/ GAMECUBE 2 WILL BE...	*PS3: GTA 5* *Xbox 2: Halo 3* *GC2: Metroidamon: Pikachu Vs Samus*	*PS3: Tomb Raider: The Angel Of Darkness* *Xbox 2: Chat And Date Live!* *GC2: Mario Bros Extreme Cleaning*	*PS3: Virtua Fighter Vs Tekken* *Xbox 2: Blinx 4: The Street Sweeper* *GC2: Cube Wars 2*	*PS3: Super Mario Infinity* *Xbox 2: Rare's first game for Microsoft* *GC2: We're more likely to see the Atari Jaguar 2*	*PS3: Metal Gear Solid 3* *Xbox 2: Shenmue 3 – Please, Suzuki-San!* *GC2: Princess Peach: The Lapdancing Years*	*PS3: Colin McRae's Grand Theft Turismo Stuntman Driver A-Spec* *XB 2: NiGHTS Into Dreams 2* *GC2: Advanced Wars Super Advanced Turbo*	*PS3: Pong 2K5 – Retro will be cool by then* *Xbox 2: Pong 2K5 3D* *GC2: Pokémon Online – Real-time 32-player SSB Melee-style battling*

MORTAL KOMBAT
DEADLY ALLIANCE

CVG GAME OF THE MONTH

The faster blade moves can be devastating in the right hands

You can even stick your sword in and leave it to drain off enemy health

That's a puddle of vomit you're scrapping in - just like a night out in Soho

The schlock-horror fighter gets a makeover

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **MIDWAY**
OUT: **FEB. 14**
DEVELOPER: **MIDWAY**
URL: **WWW.MORTALKOMBATDEADLYALLIANCE.COM**

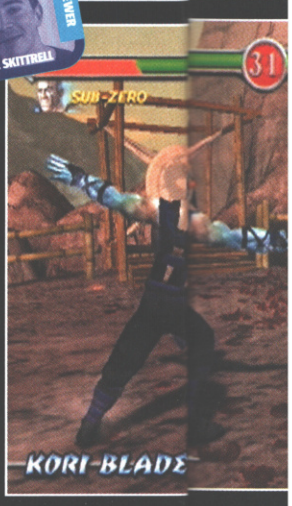
Arenas are disappointing and have stupid invisible walls

Imagine a posh restaurant decked out with crystal glasses, chandeliers, and snooty waiting staff. The equally snooty diners delicately eat their foie gras and sip their champagne, while discussing very important things in hushed, serious tones. All is classy and cultured. All, that is, apart from a rowdy bunch at a table in the corner. They're burping up their steak dinners, singing filthy limericks that start "There once was a man from Nantucket..." and lowering the reverential tone of the place.

What are we on about? Well, that rowdy table has always been where the Mortal Kombat games sit, in the glitzy eatery of the well-respected fighting game mega-stables. It's the brashest, loudest, dumbest fighting franchise of all, successful not because of dedicated followers or finely crafted fight mechanics, but because of its gimmick: gore.

For the first next-gen Kombat game, however, Midway has decided to send its game to finishing school, so that it can sit in that restaurant for the *right* reasons, and take up its worthy place next to the Virtua Fighters, Soul Caliburs and Street Fighters of this world.

Powerful backward kicks send your opponent reeli



CHANGE IS GOOD

As makeovers go, MK: DA is up there with Jade from Big Brother's transformation from repulsive troll-woman, to not-at-all-bad strumpet. The action is now fully 3D, dramatically changing the

THREE-STYLIN'

By far the biggest improvement on previous MK games is the way your fighters are skilled in three different martial arts. Though the moves stay similar for each character's style, the subtleties of knowing when is best to use each technique will take you ages to learn. It is rewarding, though. Check out CVG favourite Kano's styles.

Xing Yi is known for its heavy, linear movements which link the body as one unit

Wield twin knives in a Butterfly style to pull off roundhouse-style slicing

Aikido is all about using your foe's own energy against them. Apparently

way you play and instantly expanding the roster of moves. Along with each fighter's unique 3D attack (executed by a simple tap of R1), you can do loads of cool new 3D stuff.

For example, you can now feint a move to confuse your rival into a block stance, and then tap a few buttons to sneakily spin behind them while they're open to a rear attack. Fights are instantly more tactical too, as you can dodge to the sides. You can even interact with some of the scenery in the arenas and your rival takes extra damage if you slam him into spiky stalagmites or drench them in acid.

Thankfully, the days of real-life actors digitised into the game are long gone. While the 23 characters on offer (half of which you have to unlock) aren't all that exciting, they're rendered with a clean, polished look that's sure to please MK fans who remember the grotty-looking fighters of the previous games.

Every few stages you get to test your strength by hammering buttons

Leap onto your foe face-hugger style and batter him about the head

Sub-Zero's special move is by way of icy freeze-breath

THREE TIMES THE FUN

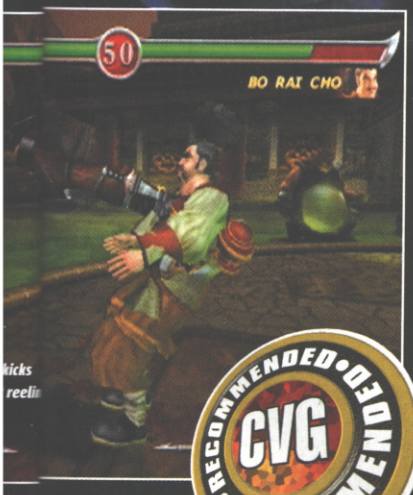
What really sets MK: DA apart, though, is the way each fighter has three different fighting styles. Simply press L1 to switch between them at any point during battle. Some moves work across the different styles, but others are unique to particular techniques, instantly adding loads more depth to the fights.

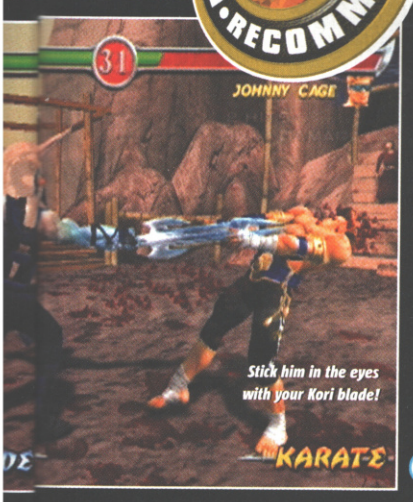
Different techniques also have strengths and weaknesses to learn. Fighting with weapons, for instance, grants you far more powerful attacks but also makes you take more damage. Judo-style moves can stun opponents, but you need to get in close to execute them.

What's even cooler is that you can start a chain of moves in one style, then switch to another mid-combo to unleash amazing moves that combine close-up grappling combat with flesh-shredding weapons-work. It can be daunting, especially with so many moves to master, but it's a brilliant new step for fighting games.

Other features include individual player profiles that record all your stats and bonuses and the way you are awarded different coins for doing well. You can spend this Kurrency on unlockable features in the Krypt. There's a massive story mode with over 200 missions that doubles as

We reckon Bo Rai Cho's mad drunken style heavily evokes Shun Li's in Virtua Fighter 4. You may want to duck





Stick him in the eyes with your Kori blade!

RECOMMENDED CVG RECOMMENDED

GET BIG AIR (AND DIE)

For all your multiple styles, awesome combos and fatalities, MK: DA rewards you most for juggling your rival in the air. Learning the high kicks that get your foe airborne is simple, but knowing which string of moves will keep them up there is quite a skill. It's hard but worth it as you often deal the most damage when performing aerial juggling. And you'll look like a pro.

Li Mei's fast-paced Baji Quan punches send Kano soaring

The high kick launches rivals, but leaves you open to pain

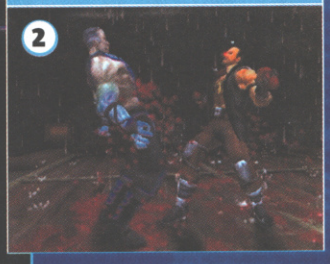
ANATOMY DONE THE MK WAY

The MK series has always been at its best when delivering scenes of digitised mutilation. The quality of previous games may have peaked and troughed but one thing has remained constant: awesome Fatality moves. As before, simply enter an easy button combo when the famous "Finish Him!" command booms from the speakers. Pulling Fatalities also earns you bonus Kurrency to exchange for unlockables in the Krypt.

KANO

Kano's Open Heart Surgery begins with a hefty old punch to the chest

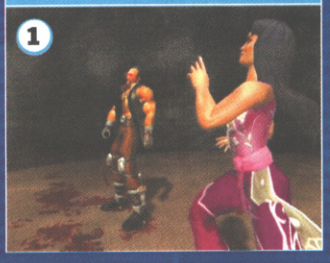
A twist and a tug later and out comes Sub Zero's still-beating heart...



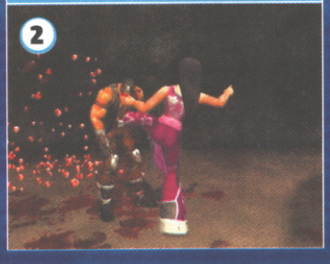
...which Kano promptly tears in two before his victim's very eyes

LI MEI

Li Mei positions herself ready to unleash her Super Crush Kick



Oof! Kano takes a bellyful of size 7 sneaker that knocks his ass clean out

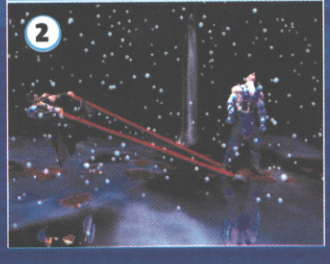


After a swift flurry of kicks he's lost his head as well. Poor, hapless beggar

MAVADO

Mavado extends his springy ropes fully as his Kick Thrust move begins

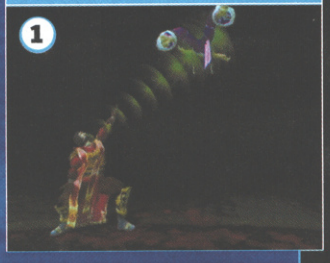
At the ropes' full extension, razors start to point out from Mavado's shoes



Just like an elastic band, the ropes propel the spikes into Sub-Zero's chest

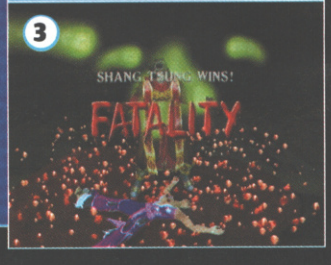
SHANG TSUNG

Shang Tsung uses the power of his mind to inflict some severe damage



The tractor beam then thrashes Li Mei to the floor in a spray of gibs

A few more thundering blows to the floor and she's well and truly finished



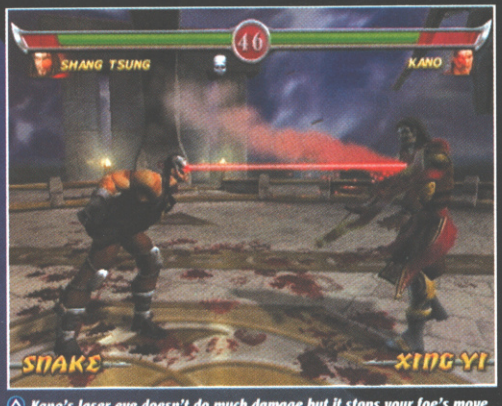
a tutorial for all of the character's major moves, and the presentation is top-notch throughout.

GRIZZLY GRUMBLES

There's little doubt Deadly Alliance is the best MK ever, but there are a few niggles. The fighting lacks the fluidity of motion of VF and Soul Calibur. It's also a bit too obvious when one move segues in to another, highlighting the puppet-like nature of the fighters.

And despite the multiple styles of fighting, not one character is truly memorable as having particularly awesome moves or a stand-out graphical style. Worse yet is that the difficulty level in arcade mode is a bit iffy, letting you steam through easy opponents before hitting you square in the belly with a couple of ridiculously tough ones. All sure to gall hardcore fight fans.

Still, the depth of play is huge, helping to close the gap in the competition considerably.



Kano's laser eye doesn't do much damage but it stops your foe's move

FORMAT FACE-OFF

FORMAT	ROUND 1! VISUALS	ROUND 2! GAMEPLAY	ROUND 3! CONTROLLER	ROUND 4! COST
WINNER!				

PAUL RECKONS

With its gore and crazy moves, MK is great for younger players and the reinvention is good. But you still don't get as much satisfaction from doing something fantastic in MK as from an equally clever move in Soul Calibur II or VF4. **Paul**

VERDICT

Offers massive depth for the dedicated player, button-bashing victories for lightweights and grizzly visuals to please everyone except your granny. **Lee**

GOOD VS BAD

- Multiple fighting styles
- Excellent singleplayer
- Loads of combos to master

- Imbalanced difficulty
- Not as fluid as it should be
- Fatalities get boring

IF YOU LIKE THIS TRY THESE...

- *Virtua Fighter 4 (PS2)*
- *Soul Calibur II (Arcade)*

8
OUT OF TEN

Weapons, fists, spit-bubbles – pretty much any sort of attack goes in Mortal Kombat

The available different styles allow you to switch between short- and long-range

The warring windmill blades o' death are a truly vicious, formidable weapon

Sub Zero is an old favourite who's been given a makeover for Deadly Alliance

MORTAL KOMBAT: DEADLY ALLIANCE

Play this and you **won't** want to **wash the blood off your hands**

GAME INFO BOX

NUMBER OF PLAYERS: 2
COST: £29.99
PUBLISHER: MIDWAY
OUT: FEB. 14
DEVELOPER: MIDWAY
URL: WWW.MKDEADLYALLIANCE.COM

This is all that's ever been great about Mortal Kombat, only now recreated perfectly on your handheld machine. Mmmm.

Your clenched fist meets jawbone, sending your foe reeling. Quickly, with evil glinting in your eye, you change fighting styles to whip out your devastating twin blades and windmill your way towards your dazed opponent. Shredded enemy flesh and, of course, just victory are your sweet rewards.

BLOODY BRAWLING

The main reason MK: DA works so well is that it has been developed in its own right, and isn't just a pared-down version of its bigger console brothers.

The controls are adapted specifically for the GBA. This makes MK the most fluid and playable 3D-style fighter on the system. The ability to switch fighting styles adds to this freedom of control, which allows you to dismember your rival exactly how you see fit. Better yet are the gore-splattered visuals and the 3D-looking arenas for your fighters to brawl in.

MK: DA is the first GBA game to really get this 3D fighting style right and the first that everyone – hardcore fight fan or not – will be able to love, right to its bloody core. CVG

Learning and mastering (hopefully) all the Fatalities is hugely satisfying

RAINING BLOOD

Though not quite as spectacularly gory as its console big brothers, the GBA version is still fairly liberal with the old red stuff. Fatalities are gruesome (even in GBA pixel-o-vision), and blood is splattered around the arenas throughout the fight.

1

Fire attacks rip the flesh and cause much blood-letting

2

MK newcomer Kenshi feels the hurt of Kung Lao's Shaolin Fist

The character animations are pretty good quality, but they're still limited by the Game Boy Advance, as you'd expect

VERDICT

The best 3D-style fighter for Game Boy Advance, like the console versions, this is Mortal Kombat's long overdue return to fine, gore-drenched form. **Lee** CVG

GOOD VS BAD

- Perfect button layout
- Fast fighting
- An excellent learning curve

- GBA graphics limited
- Hurgh! Too many grunting noises from the fighters

8
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *Street Fighter Alpha 3 Upper (GBA)*
- *MK: Deadly Alliance (PS2, Xbox)*

DEAD TO RIGHTS

The **gun-toting** gaming equivalent of a **John Woo action extravaganza**

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£39.99**
PUBLISHER: **NAMCO EUROPE**
OUT: **JAN. 31**
DEVELOPER: **NAMCO**
URL: **WWW.DEADTORIGHTS.COM**

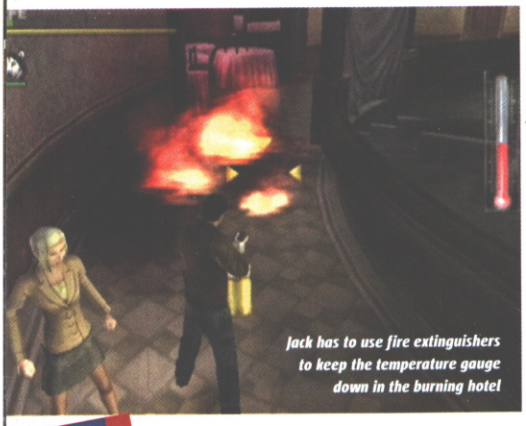
A word often misused when describing games is 'cinematic'. Implying excitement and epic levels of adventure, all it really means is some bloke who used to be in Dukes Of Hazzard is doing the voice acting.

A genuinely cinematic gaming experience should dazzle your senses, taking you from mundane reality into a dangerous adventure that you don't want to leave. Dead To Rights delivers on all counts.

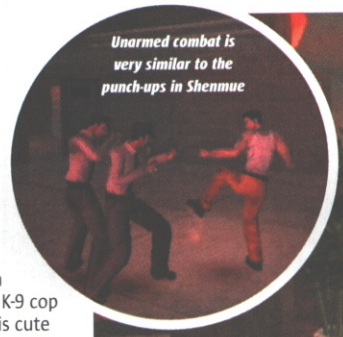
DEAD ON

From the minute the, um, cinematic intro sequence kicks in, you just know this is going to be good – a sprawling dark city gone bad. Despair, depravity, rampant corruption and lawlessness.

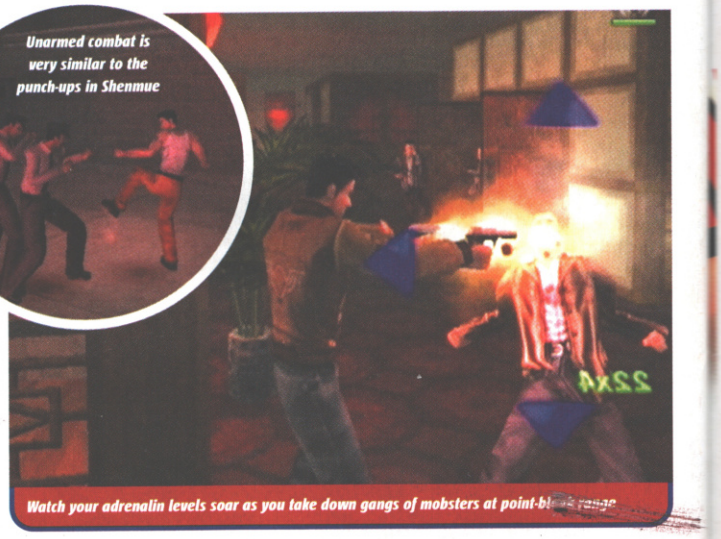
As the action hots up you see K-9 cop Jack Slate and his cute husky, Shadow, getting their hands and paws dirty sorting out the Grant City bad guys. The good news is that once the pretty pictures stop rolling and the real action starts, Dead To Rights actually plays as fine as it looks.



Jack has to use fire extinguishers to keep the temperature gauge down in the burning hotel



Unarmed combat is very similar to the punch-ups in Shenmue



Watch your adrenalin levels soar as you take down gangs of mobsters at point-blank range

WHO LET THE DOGS OUT?

Having a dog for a sidekick is one of the unique touches that sets Dead To Rights apart. If Jack's struggling in the middle of a furious shootout, you can command Shadow to kill enemies and retrieve their guns. And he's much harder than Lassie.

1

Jack's temporarily unarmed so Shadow does the business and savages a scumbag. Nasty!

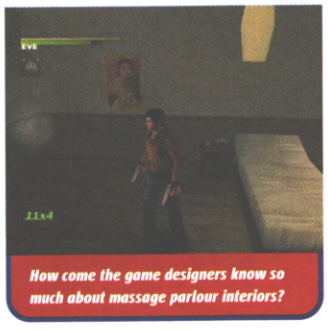
2

At certain points in the game you can use Shadow to sniff out bombs. Is there nothing he can't do?

REVIEWER
MAURA SUTTON

Disarm the bad guys and shoot them with their own weapon for extra thrills

China Town features as a prominent and detailed setting for much of the bloodletting



How come the game designers know so much about massage parlour interiors?

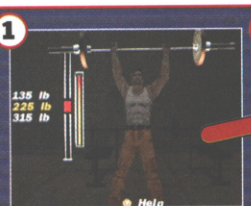
For once, be grateful that you live in the UK. The reason the PAL version of Dead To Rights plays so well is because the developers actually listened to the criticisms of US gamers and reviewers when the game was released Stateside in 2002. The result of such consultations is the sort of action thriller that every gamer would design themselves if they had the technical smarts.

We all love a good blood-soaked shootout, and there are plenty of those on offer. Stunning action set pieces

GAME OF DEATH

The Dead To Rights and Shenmue comparisons don't just rest on Jack nicking Ryu's brown flying jacket, y'know. Both games are liberally sprinkled with addictive mini-games that give you a breather from the frenetic action.

1



Press the 'A' button to control Jack's work-out down the gym

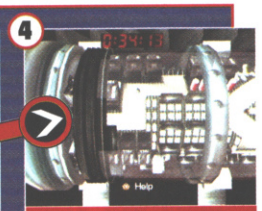
2

Distract the guards by hitting the stripper's Hot Spots

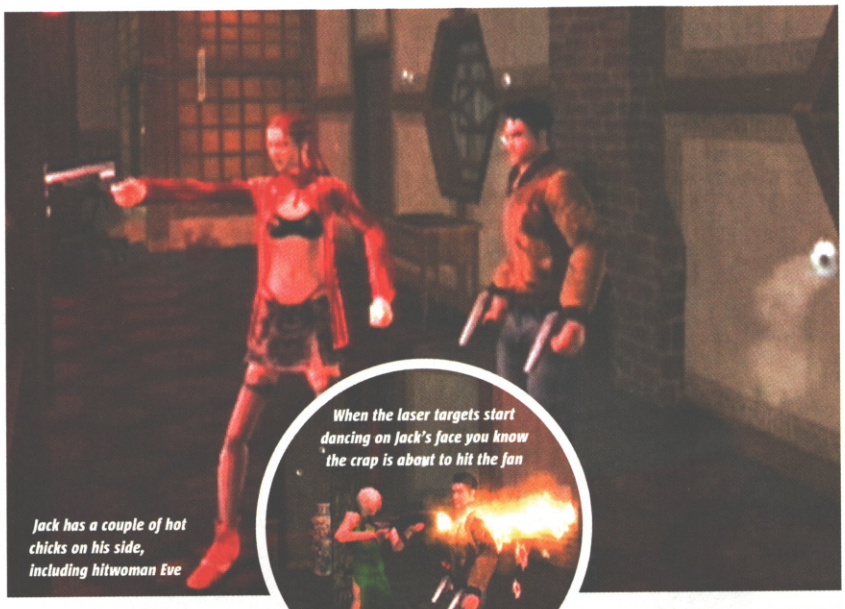
3

Carefully focus your strength to win at arm-wrestling

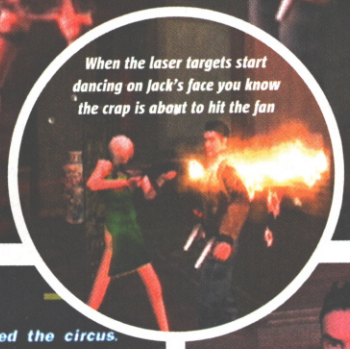
4



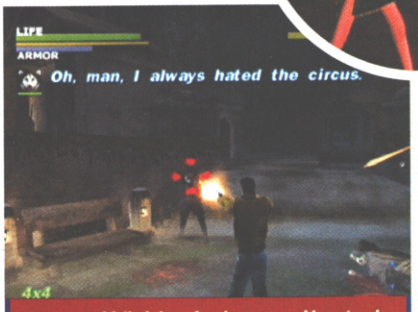
Guide the Detonator Pin gently and you'll defuse it safely



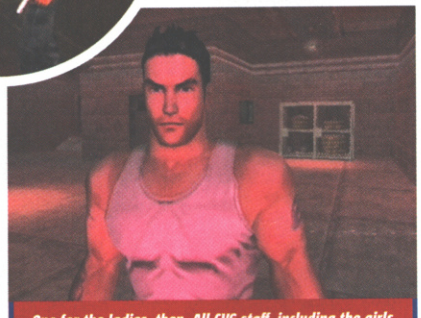
Jack has a couple of hot chicks on his side, including hitwoman Eve



When the laser targets start dancing on Jack's face you know the crap is about to hit the fan



A graveyard full of clown-faced goons provides a tough challenge for Jake and Shadow. Hasta la vista, baby



One for the ladies, then. All CVG staff, including the girls, have arms like this since Xbox arrived last year

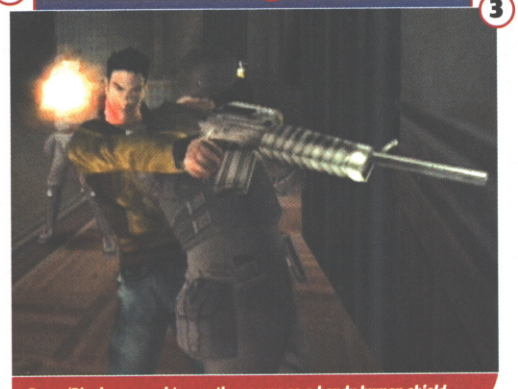
DISARMING TACTICS

The optional special attacking and defensive moves in Dead To Rights are extremely easy to execute and look good enough to grace any Hong Kong action thriller. John Woo – eat your heart out.

Hold down 'Y' to pull off a slow-motion dive. Looks a bit flash

Press 'B' when unarmed for an elaborate disarming sequence

1 2 3



Press 'B' when armed to use the enemy as a handy human shield

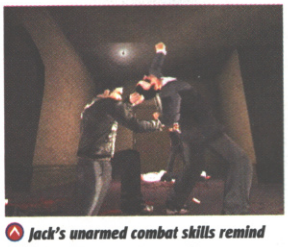
abound, involving multiple enemies and a satisfying array of serious weaponry ranging from AK-47s and Uzis to exploding propane canisters.

SO SHOOT ME!

Interspersed among the blood-spattered bouts of gunplay are moments of light relief. Aside from the mini-games, there are several Virtua Cop-style on-rails shootouts, a prison level where Jack has to rely on his fist-fighting skills to survive, and a spectacular car chase where you get to demolish motors from a helicopter.

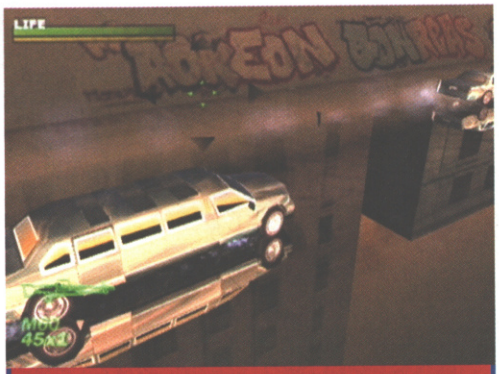
The flashy arcade-style gameplay might irritate those who prefer their shooters more realistic, but overall it feels like they've got the balance spot on. Dead To Rights shines like a diamond in a crowded genre.

SHENMUE 2 — BETTER THAN — DEAD TO RIGHTS — WORSE THAN — HEADHUNTER

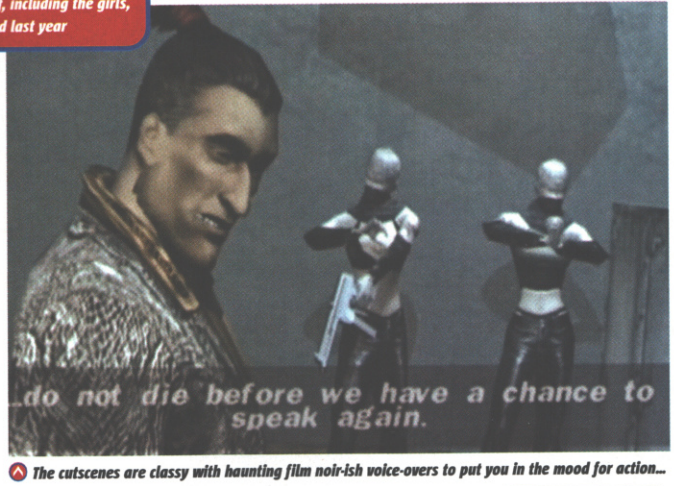


Jack's unarmed combat skills remind you of Jet Li's when he's on form

Save your cartridges until you really need them and let kung fu chaos reign



This spectacular airborne shootout is one of many highlights on offer



The cutscenes are classy with haunting film noir-ish voice-overs to put you in the mood for action...

CVG VERDICT

A fully rounded, visceral experience. Exciting, fast-paced, packed with variety and tweaked for Euro gamers. Let's hope the PS2 version is just as good. **Maura**

GOOD VS BAD

- Convincing voice acting
- Varied gameplay
- Entertaining and intriguing mini-games

- Camera gets stuck
- Clumsy weapon-switching in shootouts
- Gimmicky slow-motion

8
OUT OF TEN

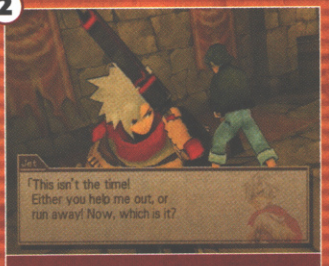
IF YOU LIKE THIS TRY THESE...

- *Splinter Cell (Xbox)*
- *Headhunter (PS2)*

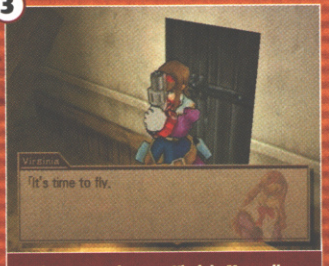
COWBOY STORIES

The third Wild Arms instalment is again set in Filgaia. Four new heroes are introduced via a brilliantly conceived prologue in which you get to play through a mini-adventure as each of the characters before they all join forces.

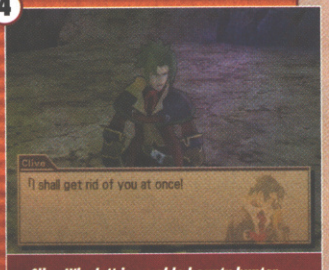
1 *Gallows Caradine is a cool renegade who occasionally brandishes a tiny snowman*



2 *Jet Enduro is a mercenary loner with a neat line in quips to match his quiff*



3 *Adventurous dreamer Virginia Maxwell totes a fine set of twin pistols*

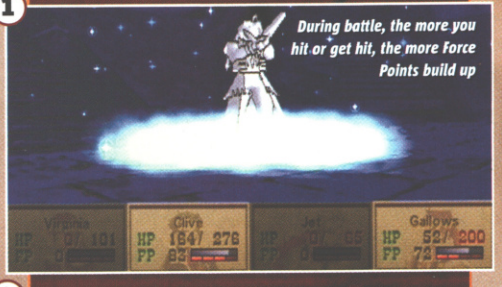


4 *Clive Winslett is a noble bounty hunter and sniper, sworn to defend the helpless*

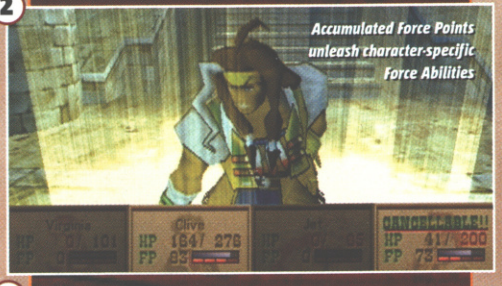
WILD ARMS 3

USE THE FORCE, LUKE

No traditional role-player is complete without a little dose of magical, mystical trickery. Wild Arms 3 wins the prize for the most complicated magic system ever, even more fiddly than Materia and Junctioning.



1 *During battle, the more you hit or get hit, the more Force Points build up*



2 *Accumulated Force Points unleash character-specific Force Abilities*

3 *Magic Spells, called Arcania, also require the build-up of Force Points before they can be used*

The RPG cowboys are back. With arms

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: UBI SOFT ENT.
OUT: JAN. 31
DEVELOPER: SONY
URL: WWW.US.PLAYSTATION.COM/GAMES/SCUC-97203

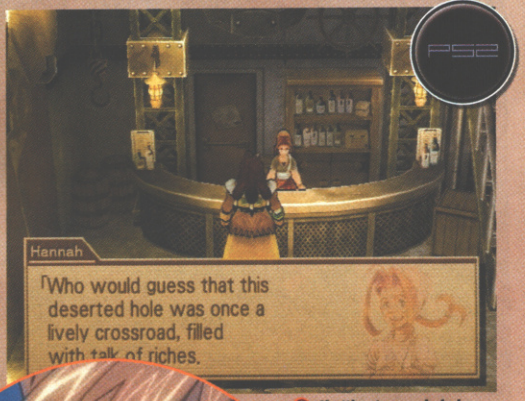
Isn't technology wonderful? Yummy 3D graphics, drool-worthy cinematic cutscenes, Resident Evil scratch-and-sniff puppets (oh, sorry, a personal fantasy escaped)... all life-enhancing necessities for the average gamer.

But not everyone loves change. Purists can occasionally be heard muttering about the likes of Final Fantasy X 'betraying the noble roots of the genre' and looking more like a glossy CGI movie than a true RPG. These are the sort of people who will love Wild Arms 3.

WILD WILD WEST

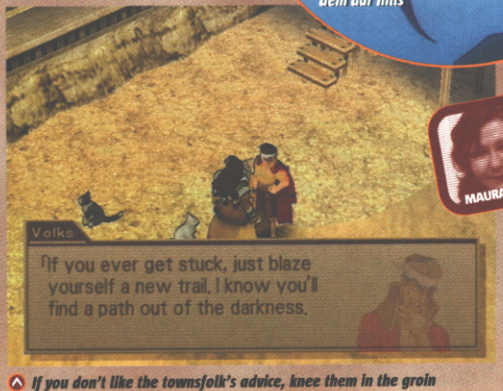
While the Wild Arms series has never been as popular as Final Fantasy, the games have certainly managed to earn a soft spot in the hearts of many role-player fans.

The first PlayStation game employed the sort of top-down viewpoint so successful in the early incarnations of Zelda and Final Fantasy, and more recently, Golden Sun on GBA. Then the second PSone game



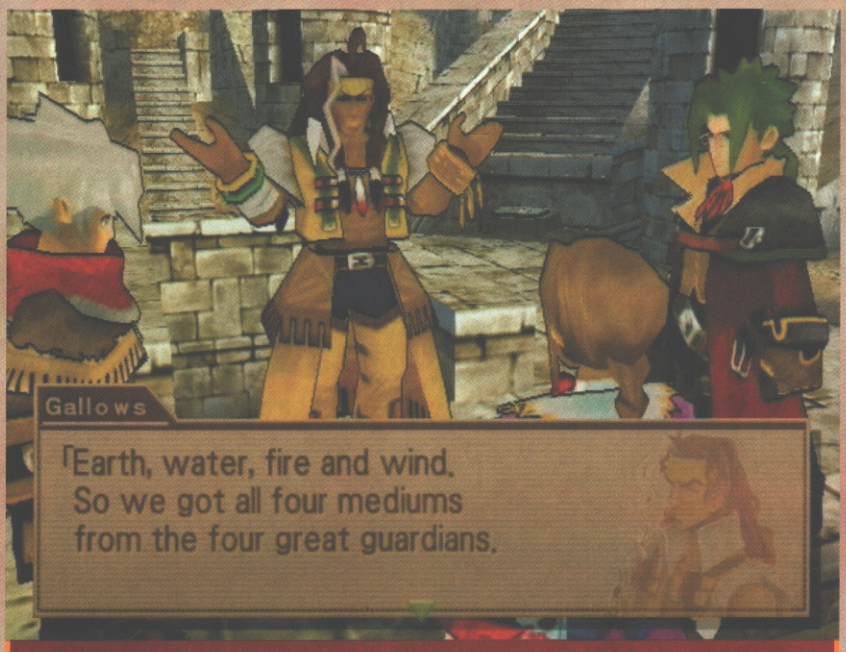
Chatting to people in bars in RPGs. How surprising. Ahem

What's Virginia looking at? Maybe she's spotted gold in dem dar hills



If you don't like the townsfolk's advice, knee them in the groin

Now this is the sort of screen that really puts people off role-playing games...



In order to harness the great power of the Guardians, the party must first succeed in beating them in battle

provided more of the same, only with some slight tweaking.

Now with the series making the huge leap to PlayStation 2, fans must have been fearful of a ham-fisted makeover turning the Wild Arms universe into some sort of dumbed-down 3D platform hell.

The good news is that aside from the introduction of cel-shaded graphics, the style of gameplay and overall tone has remained surprisingly true to the original.

On the downside, though, this more traditional approach is sure to restrict the game's appeal to a wider audience.

Each character has their own specific puzzle-solving tool, and it's very easy to switch them around

FINAL FANTASY X
BETTER THAN
WILD ARMS 3
WORSE THAN
JADE COCOON 2

Start exploring sanctuaries and dungeons and it gets much more physical

The beautiful graphics take you into a world that RPG fans will find hard to leave

PISTOLS AT DAWN

Another unique twist is the emphasis on guns rather than swords. Characters give it to the monsters with both barrels, and magical books even spurt blood when they cop a barrel-full of lead in the spine!

Select the central Get Ready icon to call up the Battle Commands

Then select the simple but effective command of Shoot

1 2 3

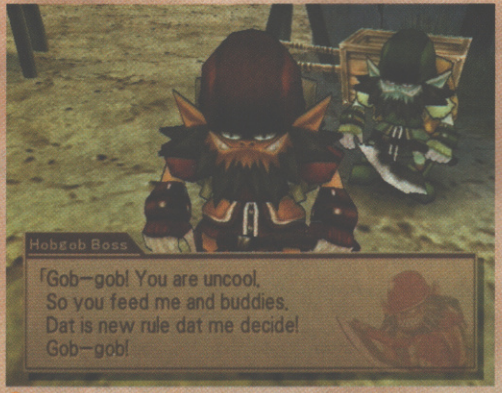
Yee-haw! Suck on a lead lozenge, you slimy denizen of darkness

Load your saved game and you're treated to this cartoon sequence

ARMS AND THE MAN

Contrary to popular opinion, the Wild Arms of the title doesn't refer to role-player fans flapping their limbs vigorously in an effort to explain the finer points of turn-based combat. ARMS are the upgraded weapons wielded by four Drifters who come together to form an unlikely artefact-hunting posse. They wander from town to town, chatting up the locals and getting lost on the inevitably infuriating World map.

The epic storyline is certainly stereotypically convoluted. However, the Wild West themes and settings make a pleasant change from the usual sword 'n' sorcery motifs.



The Hobgob boss scores nil for grammar in his GCSE English exam

VERDICT

Pine no more for a more traditional style role-player for your PS2! Wild Arms 3 looks and sounds beautiful, but might be hard-going for RPG novices. **Maura**

GOOD VS BAD

- Traditional RPG
- Sparkling cel-shaded graphics
- Cool soundtrack

- Text only, no speech
- Too many random battles
- Occasional complexity

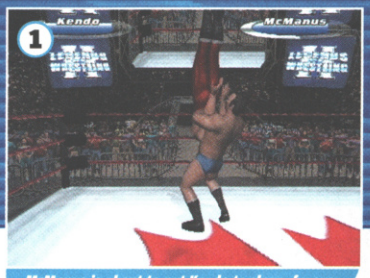
7 OUT OF TEN

IF YOU LIKE THIS TRY THESE...

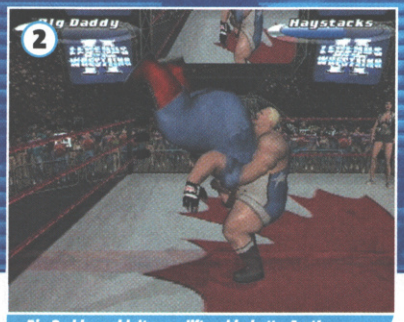
- *Golden Sun (GBA)*
- *Grandia II (DC, PS2)*

DICKIE DAVIES!

In the '70s, ITV featured wrestling on a Saturday afternoon as part of its World Of Sport show. Big Daddy, Giant Haystacks, Mick McManus and Kendo Nagasaki all became household names. Well, in certain households they did. All four of these British favourites show up one more time for the challenge in Legends Of Wrestling II.



McManus is about to put Kendo to sleep, forever



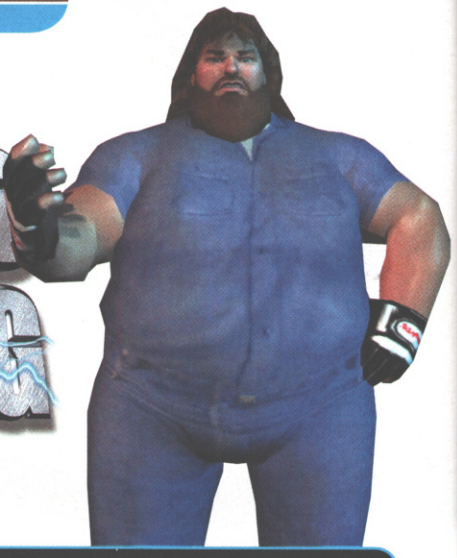
Big Daddy couldn't even lift a chip butty. Fact!

Hide your sweets and cakes!

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ACCLAIM**
OUT: **NOW**
DEVELOPER: **ACCLAIM**
URL: **WWW.ACCLAIM.COM**

LEGENDS OF WRESTLING II



Over-the-hill wrestlers go over the ropes... again

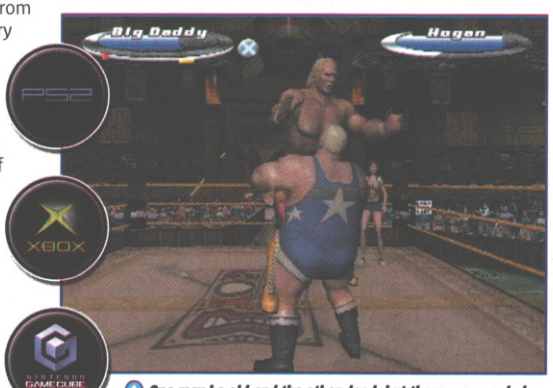
Let's face it, wrestling is an acquired taste. Regardless of how fake it is or isn't, you either have respect for men hurling their bodies through the air and breaking bones, or you don't. That said, here's a game aimed purely at those who worship at the altar of ringposts and leotards.

Legends Of Wrestling II features grapplers of yesteryear, lovingly recreated in a place where bones never break and weak old knees don't have to buckle. There are now over 65 wrestlers to contend with, from present-day stars such as Scott Steiner and Eddie Guerrero to adversaries from beyond the grave, like the legendary Andre The Giant.

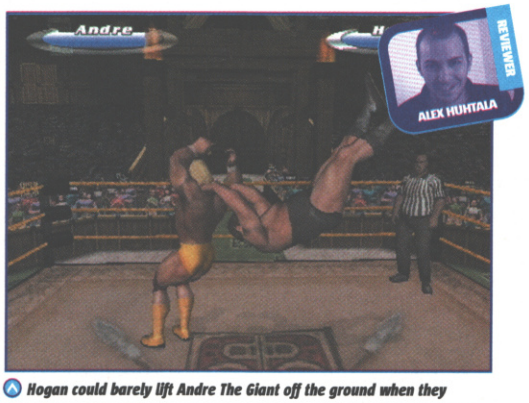
UP AND AT 'EM

Hulk Hogan, Bret Hart, The Road Warriors, British Bulldog and Jimmy 'Superfly' Snuka are among some of the other big names brought out of retirement for your pleasure, allowing you to create dream match-ups from the past, or bouts you never thought you'd see.

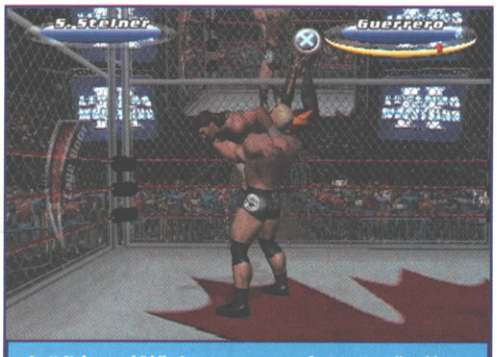
With the inclusion of Ladder Matches and a Royal Rumble-style Battle Royal mode, you'll also get to experience some entertaining bouts. Also improved for the sequel is the career mode. Here you travel around the US searching for your next bout, trying to impress promoters and managers in equal measure. Add some interviews with the real wrestlers where they talk about their career, and LOWII becomes an interactive guide to wrestling history.



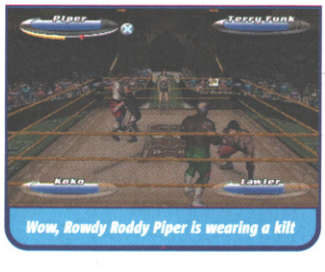
One may be old and the other dead, but there are people in the world who have dreamt about this moment



Hogan could barely lift Andre The Giant off the ground when they finally faced off at Wrestlemania III, so this throw is a slight exaggeration



Scott Steiner and Eddie Guerrero were out of contract earlier this year, so were able to sign up for Legends. And here they are...



Wow, Rowdy Roddy Piper is wearing a kilt

VERDICT

It's not the greatest or most versatile of wrestlers, but it's still good fun. If you're a fan of the sport and know the history, it's worth giving it a go. **Alex H**

GOOD VS BAD

- Wide roster of wrestlers
- Big Daddy and all the UK gang!
- Groggy fighters

- Still not enough match types
- Complicated combos
- CAW is a bit rigid

IF YOU LIKE THIS TRY THESE...

- WWE SmackDown! Shut Your Mouth (PS2)
- WWE Wrestlemania X8 (GC)

7
OUT OF TEN

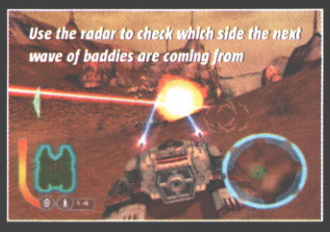
STAR WARS: THE CLONE WARS

A good-quality **clone** of the GameCube **shooter**

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
DEVELOPER: PANDEMIC
OUT: NOW
PUBLISHER: ACTIVISION
URL: WWW.LUCASARTS.COM/PRODUCTS/STARWARS THECLONEWARS/

The special effects are great but the textures aren't as nice as GC


Use the radar to check which side the next wave of baddies are coming from

The on-foot sections are as clunky as ever

This high-octane shooter lets you play through the best bit of Episode II – the awesome Battle of Geonosis. And that's just the first few levels. Pilot surface-hugging landcraft as well as fly around in tooled-up ships. You can even explore on foot in one of the best-produced Star Wars game ever.

QUACK, PARP

Thankfully, the action is just as fast and smooth as the GameCube version, but it comes at a price: graphical detail. The gameplay is entertaining but repetitive, and a lot of the thrill of the GameCube version was in the jaw-dropping visuals that looked lifted right out of the movie. The PS2 textures are plain and bland in comparison, and everything is considerably less shiny. It's not quite an ugly duckling, but on PS2 there's a lot less visual razzmatazz to distract you from the simplistic play. It could well be that more people will find fault with it because of that.

VERDICT

As fast and frantic (not to mention repetitive) as its GameCube counterpart, but a real Plain Jane as far as looks go. **Lee**

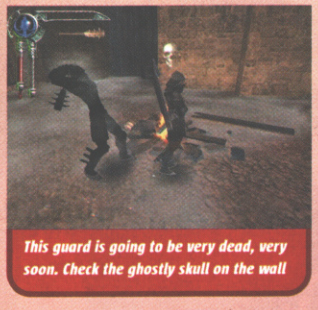
GOOD VS BAD

- Load of missions and objectives
- Pace never lets up
- Looks better on GC
- Zero strategy
- Controls a bit duff

7 OUT OF TEN

Learn new skills as you play. You'll need 'em to turn Kain into a killing machine

Set centuries before the Soul Reaver games, this fills out lots of back-story


This guard is going to be very dead, very soon. Check the ghostly skull on the wall

The game is set in the dark and gothic land of Nosgoth. It's dark and gothic there

BLOOD OMEN 2

The **Cube** is christened in **warm blood**

Oo-eck! Looks like Kain's in a bit of trouble with this beast

Kain has overslept by about 200 years, which can happen sometimes if you get a bit overtired. Waking up in a world much changed from the one he was nearly destroyed trying to conquer, he is recruited by a group of fellow vampires. Their task? To destroy the human vampire hunters, who go by name of the Sarafan. Okay, so there's loads of plot and overblown exposition but that's why fans love the Legacy Of Kain games so much. Plus, there's always a great adventure to back up the story.

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EIDOS
OUT: NOW
DEVELOPER: CRYSTAL DYNAMICS
URL: WWW.LEGACYOFKAIN.COM

KAIN AND ABLE

Blood Omen 2 is no exception, but it plays a lot clunkier than the sublime Soul Reaver 2. The biggest problem is that the camera remains fixed behind Kain at all times, making him feel a bit boat-like to control. Puzzles don't have the same ingenious sparkle of Raziel's games either. This is still top adult action though, and a great place to dip into the Legacy universe for the first time.

VERDICT

Not as fluid a game as Soul Reaver 2, there's still much to enjoy in this dark tale. Legacy Of Kain fanatics should add another point to the score. **Lee**

GOOD VS BAD

- It's super-violent
- Excellent character
- A large game
- Kain is a bit boat-like
- A bit beardy-weirdy
- We like Soul Reaver 2

7 OUT OF TEN

TOP SECRET

The Sims

The Goth family have a graveyard in their back garden. They cry a lot

Do you **believe** in the **little people?**

i GAME INFO BOX

NUMBER OF PLAYERS: **2**
COST: **£44.99**
PUBLISHER: **EA**
OUT: **FEB. 7**
DEVELOPER: **MAXIS/EDGE OF REALITY**
URL: **WWW.THESIMS.EA.COM/**

Some families in your neighbourhood start out with a ready-made house; others just have a patch of grass. We think that seems a bit unfair, but that's the way the universe goes...

You can view your Sims' homes either all walls intact, partially or completely removed

Dark forces beyond our control have let it be known that the Sims are real. Those seemingly innocuous computer sprites actually exist, and are about to take over the world. Having invaded every PC on the planet, their focus has now turned to the unsuspecting console gamer.

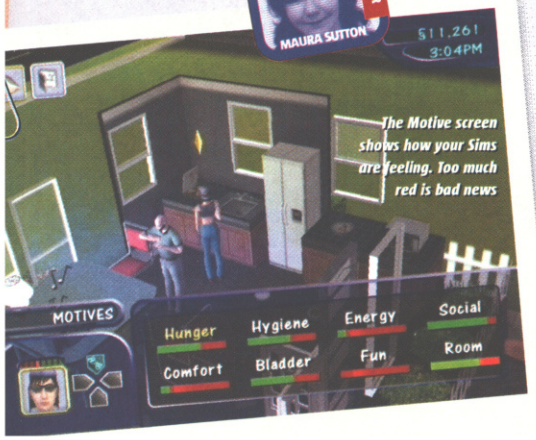
If they succeed in ensnaring PS2-loving people everywhere (or 'Largies', as they call us), we are all doomed to spend our days hunched over a TV screen, transfixed by these tiny characters as they seemingly do our bidding. Powerless to perform even the most simple of tasks such as washing and dressing, we will be entirely in their thrall, not to mention smelly and naked. They can then suck our brains.

DANGEROUS GAME

Why is this game so dangerous? Firstly, the Sims have been cunning. They knew that to capture the hearts and minds of console owners they'd have to change the structure of their PC game. They've achieved this by simplifying the controls in a devilishly efficient way. Most of the commands can be made with just one click, and the left analog stick works like a dream.

Secondly, the Sims realised that the open-ended PC experience would need to be refined for console fans used to more dynamic and immediate gameplay. The introduction of the episodic Get A Life mode is a masterstroke and the major weapon in the arsenal of our tiny adversaries.

Creating your Sim, and guiding him or her from living with 'Mom' towards the ultimate goal of 'larging it' (their words, not ours) in the biggest mansion on the block is a fiendishly addictive experience. Only the most strong-willed will be able to resist.



The Motive screen shows how your Sims are feeling. Too much red is bad news

HOW YOU CAN STOP THIS

Our secret spies tell us that the Get A Life portion of the game is the first ever Sims game that you can actually win. But with only seven levels your experience, however addictive it is, may be over too quickly, and it's possible that you won't be captivated to the same frightening degree by the more traditional Sims game also included in the package.

While The Sims still works better than expected on the PS2, it lacks the long-term appeal of the PC version without all the extra add-on packs and downloadable skins and goodies. Also, once the PC Sims go online next year (the third and final stage of their heinous plot), the PS2 version will rapidly start to look dated.

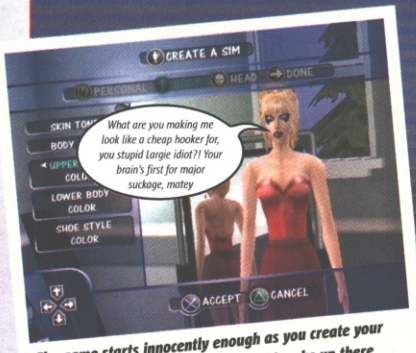
There is hope. You can resist. Don't go into games shops. Don't talk to friends who might try to tempt you with the two-player levels unlocked via Get A Life. Go live in a monastery in the Hebrides. And if you do succumb? Well, at least you'll go out smiling...

Not sure why, but male Sims seem household's bathroom. Maybe

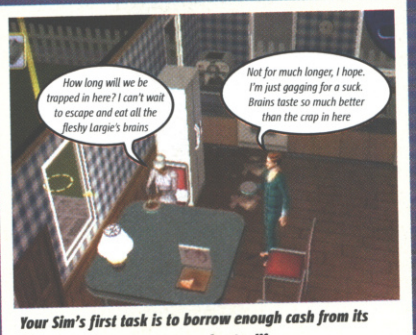
to love lu they've g

THE SHOCKING TRUTH ABOUT THE SIMS

CVG presents chilling secret video evidence of the new Get A Life Sim 'characters', revealing their true evil, sick and depraved nature, captured when they thought no 'Largies' were listening. We provide you with the inoffensive descriptions they wanted you to see, as well as the hidden thought processes they didn't.

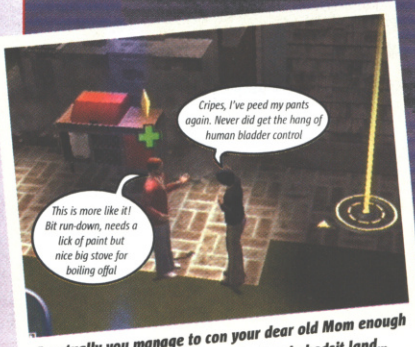


The game starts innocently enough as you create your Sim. Might wanna ease up on the old make-up there

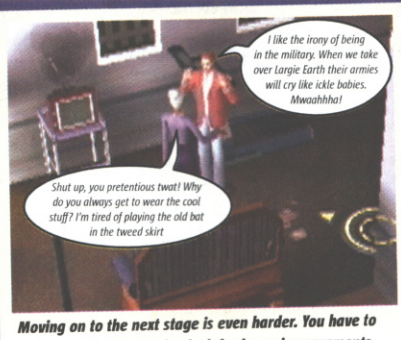


Your Sim's first task is to borrow enough cash from its parent so it can move out and get a life

Your Mom won't lend you money if you're grumpy, so why not cheer yourself up by watching the goggle box...



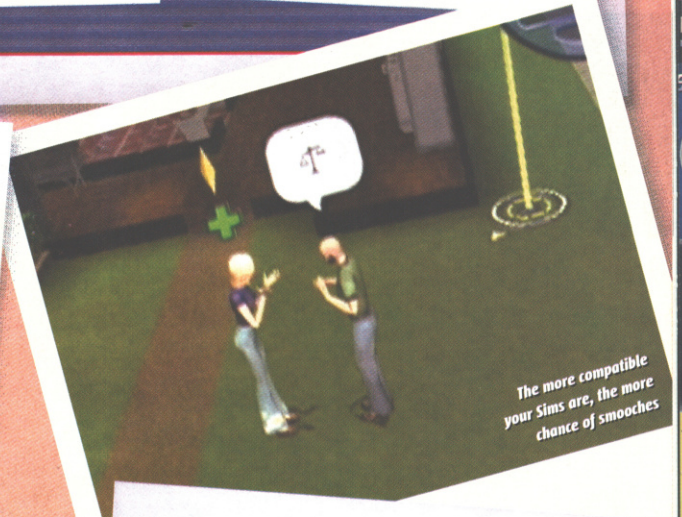
Eventually you manage to con your dear old Mom enough to move out. And now you're all alone in bedsit land...



Moving on to the next stage is even harder. You have to get a good job to get the dosh for home improvements

Complete an episode in Get A Life and you unlock the bonus two-player scenarios

Filling an empty home full of new toys is as satisfying as in real life, and much cheaper. Because it's only pretend money, and none of it's real... Or is it?



The more compatible your Sims are, the more chance of smooches

to love lurking in the nubile Roomie they've got weak bladders or something

Disasters occur frequently in Sim land. A bad cook can be a fire hazard

CVG VERDICT

Sim-type games don't always transfer well to console, but The Sims is almost as addictive on PS2 as on PC. (They told us to say that. We think... arrrgh...) **Maura Sim**

GOOD VS BAD

- Very funny
- Cool sound effects
- Smooth controls guide you round Sim houses
- Slow gameplay
- There's no chance of expansion
- Occasionally erratic AI

IF YOU LIKE THIS TRY THESE...

- *Sim City 4 (PC)*
- *Ultima Online (PC)*

8
OUT OF TEN

ALL THE SAME TO YOU

As with previous Silent Scope games, you get to do some drama-free shooting in some quite cool locations – on top of a dam, inside a casino... But enemies appear in the exact same places every time.

Snipe the terrorists on top of this dam from a helicopter

Looks a bit like the Titanic. Kill those guys in balaclavas

You wouldn't fancy your chances against an armed helicopter, would you?

SILENT SCOPE 3

One in the air **for all you sniping fans**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KONAMI
URL: WWW.KONAMI.COM/SILENTSCOPE3/

Twenty-two men trot out on to the hallowed turf at Old Trafford. There is no ball on the centre spot. The ref blows his whistle. Twenty-two men stand around looking confused. The removal of that one critical element has rendered their appearance totally and utterly pointless.

In the arcades, Silent Scope is cool because you play it with a sniper rifle. No other reason than that. You have to play the home version with a pad. See where we're going with this? Shame Konami didn't.

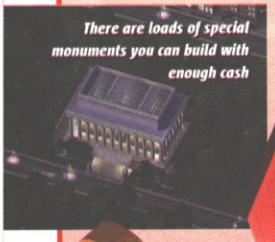
From the very first cutscene, Silent Scope 3 knows in its own little digital heart that it doesn't deserve to exist. Badly drawn figures wave their Lego

Cobra returns. Remember him? One hour of your life, two years ago?

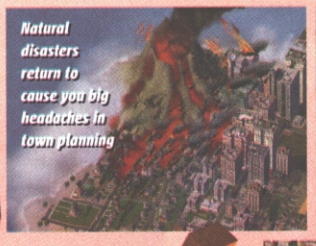
The newsreader uses her arm to saw through things

Innocents are brilliant at standing in front of terrorists

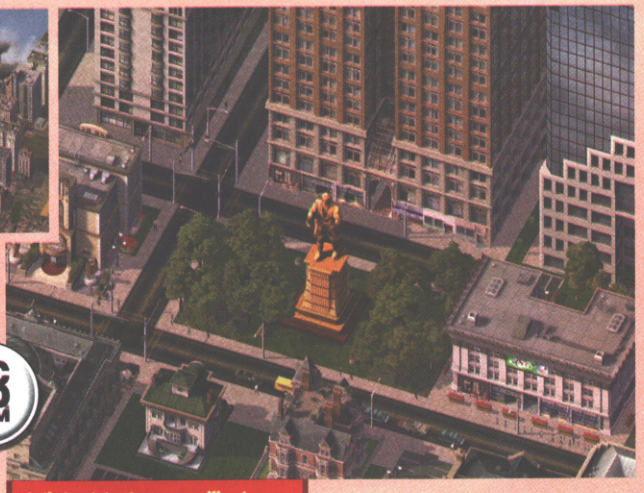
SIM CITY 4



There are loads of special monuments you can build with enough cash



Natural disasters return to cause you big headaches in town planning



Is that a statue to your omnificent greatness your Sims have erected?

PC CD ROM

"If it ain't broke..." says EA

How do they get away with it? Whether it's sports games or simulations, EA keeps churning out update after update, each with very few new features and plenty of room for improvement next time around. What's worse is that we hate it when we enjoy them, as is the case with Sim City 4.

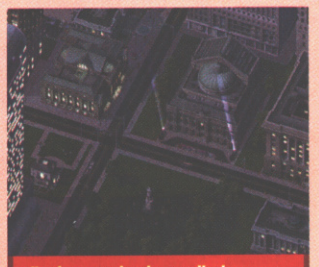
MAKE A MEGALOPOLIS

The little innovation on offer here takes shape in the way you now play different regions of a much larger map. You can make one fully functioning city on one chunk of map, or link sections together to create sprawling metropolises. There are options to help form and sculpt your landmass before and during play, but these are minor additions to the standard, familiar action.

Sim City 4 is as addictive and as dangerous to your free time as it's ever been, but some real originality would have been nice. LW

GAME INFO BOX

NUMBER OF PLAYERS: TBC
COST: £29.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: MAXIS
URL: WWW.SIMCITY.COM



You know you've done well when you can afford to buy an opera house

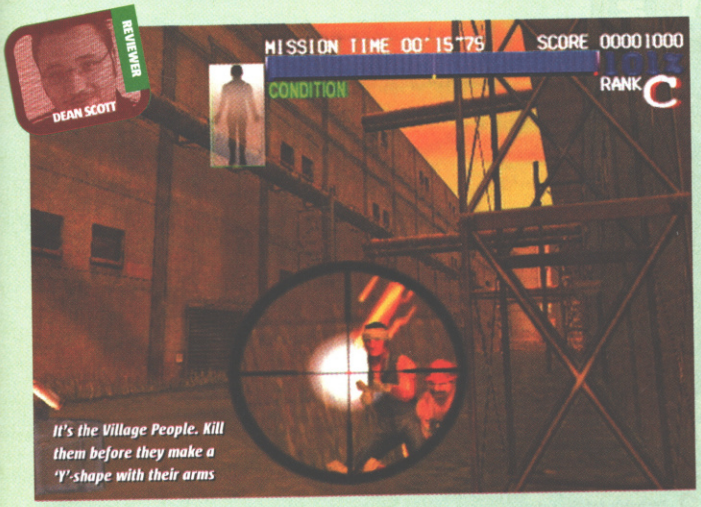
CVG VERDICT

This update is almost exactly the same as every other Sim City that's gone before it, but somehow it still manages to reign supreme. Huh. **Lee** LW

GOOD VS BAD

- Link cities together
- Nice transforming engine
- The same as before
- Lacking new ideas
- Still too grid-based

8 OUT OF TEN



It's the Village People. Kill them before they make a 'Y'-shape with their arms

No polygons spared in the creation of this... thing

hands around and mumble about terrorists – they're so jaggy you could grate cheese on them. And then you get sent out to kill people.

PUT IT IN THE BIN (LADEN)

The analog stick moves a cursor and the shoulder buttons zoom the scope. You won't have any trouble spotting the terrorists, as God has framed them in neon for your convenience.

You scan the screen putting bullets in people. It's slightly gorier than previous games with blood spraying when you nail a headshot, but there's no real excitement.

The problem with Silent Scope 3 is detachment, plain and simple. Without a gun to immerse you, putting a crosshair on people is a tedious exercise. And the gameplay is identical to the previous games: headshots take down bosses, perving on girls wins back health and after a handful of stages you're looking at a credits screen. This might be twice as long as in previous games, but that still only adds up to three hours' play. Weak. Very weak.

She's in a hostage crisis dressed like that?

Carry us off in that ambulance. Please

GAMES VERDICT

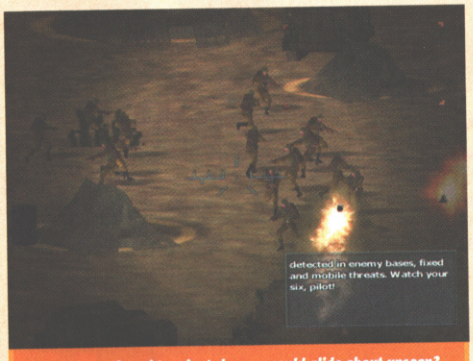
One of the least interesting games on PS2 ever to feature bullets. If this series runs to a fourth game, we're turning the rifle on ourselves. **Dean**

GOOD VS BAD
- Points for perving
- Variety of stages
- Night vision
- Uninvolving play
- Seen it all before
- Exceptionally brief

3 OUT OF TEN

FIRE BLADE

Turn off your brain and unleash hell



Who'd have thought a giant chopper could glide about unseen?

Fuse yourself with five tonnes of airborne military hardware for this helicopter shooter. A total of 18 missions stand between you and victory as you fight against the United Eastern States terrorist army using a mixture of major firepower and stealth manoeuvres.

GAME INFO BOX
- NUMBER OF PLAYERS: 1
- COST: £39.99
- PUBLISHER: MIDWAY
- OUT: JAN. 31
- DEVELOPER: KUJU
- URL: WWW.KUJU.COM/PROJFIREB.HTM

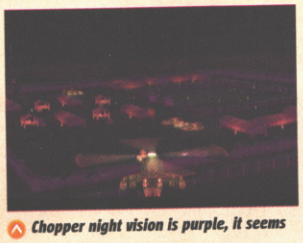
Blazing trees might ignite the whole forest

NO SIMS HERE

Fire Blade is all about arcade-style action, so anyone expecting some serious flight sim mechanics will be rather disappointed.

The gloom won't last long, though, as the pick-up-and-play nature of the missions means you'll be gleefully destroying hostiles in no time at all. You can even enter stealth mode to fly around undetected and snipe enemy soldiers' limbs off. They deserve it.

The Xbox version is essentially the same as last year's PlayStation 2 game, and while it looks okay, it's still a long way from recreating the on-screen visual destruction of games such as Mech Assault. All in all, this isn't a bad chopper game, but could have been better.


Chopper night vision is purple, it seems

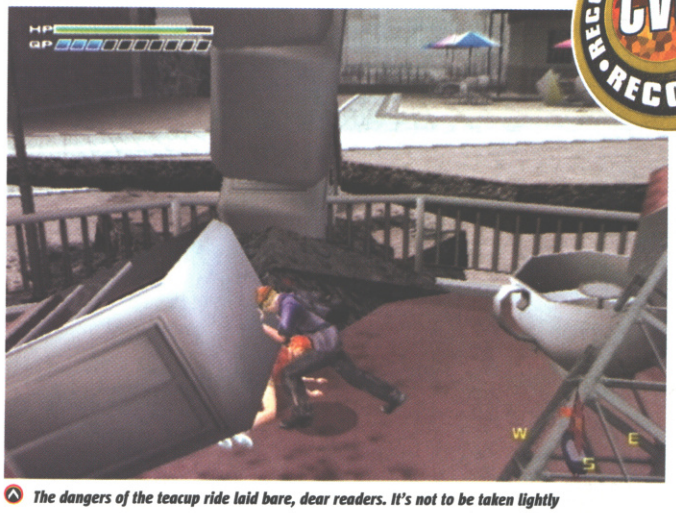
This tanker is asking to be blown away

GAMES VERDICT

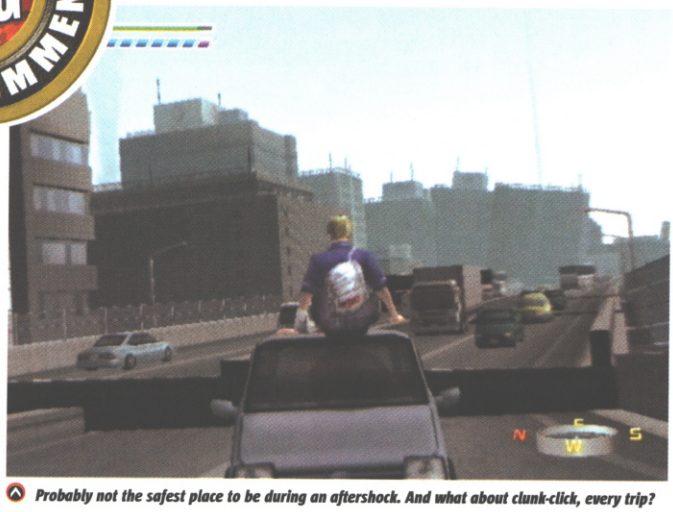
Easy enough to get into, Fire Blade is too simplistic to be taken seriously. The fact that it's an old PS2 game is obvious too. A shame. **Lee**

GOOD VS BAD
- Action-packed
- Copter stealth mode
- Decent controls
- Very samey
- Looks a bit old-hat
- Quite quick to finish

7 OUT OF TEN



The dangers of the teacup ride laid bare, dear readers. It's not to be taken lightly



Probably not the safest place to be during an aftershock. And what about clunk-click, every trip?

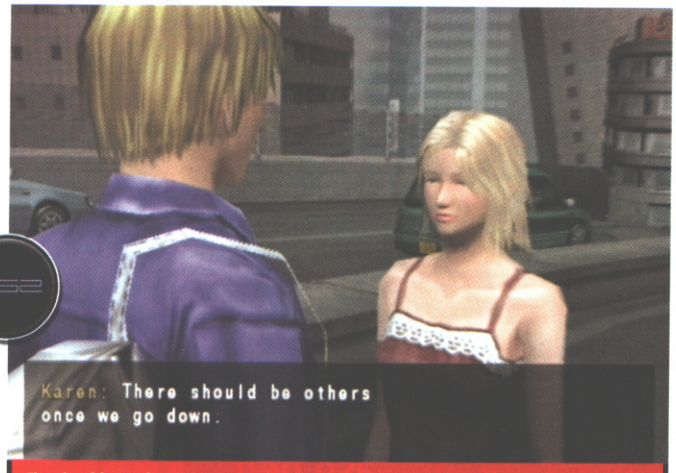
SOS The Final Escape

This isn't a **game,** it's a **disaster movie!**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: AGETEC EUROPE
OUT: NOW
DEVELOPER: IREM
URL: WWW.IAGETEC.COM

Are you a hero or a scuzzbag? When it's crunch time in a crisis do you take control and help everybody out, or peg it quick, leaving your wounded pals to the buzzards? Now there's an easy way to find out just how well you really would cope when a natural disaster strikes, and it's much less hazardous to your health than trying to survive a real earthquake.



There's a frisson of sexual tension between Keith and Karen. She goes out wearing her nightie

MY NAME IS HELM

You play newspaper journalist Keith Helm on your way from the Stiver Island Airport to the main island. Just as you approach the magnificent Airport Bridge, the ground roars and an earthquake hits. Next you wake up alone, apparently a day after the incident. You must survive long enough to get off the doomed island, while piecing together the much larger story of just what – or who – caused the quake in the first place.

Gameplay is best described as a kind of mix between Resident Evil and Shenmue, with a bit of crusty old point-and-click adventure like Monkey Island thrown in. More importantly, there's no combat in the game, the emphasis instead placed firmly on exploring and surviving, just as if it were a real-life situation.

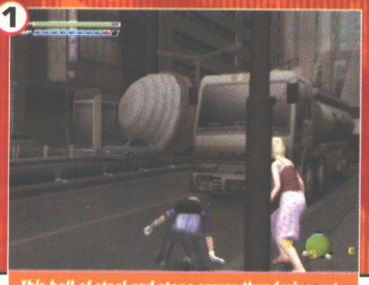
Your 'hero' Keith is so normal he could be you or one of your mates. He has no superhuman abilities. He gets tired and thirsty if you make him work too hard, and he'll fall sick if you leave him out in the rain too long. If you want to carry more items, you need to find bigger backpacks.

We're not going to say it's a 'realistic' game, but the real-world setting certainly relies on real-life logic and decision-making. When you start running into fellow survivors you can even choose whether to help them or not. Generally, it's best to lend a helping hand, as folks will be more inclined to offer you a useful

GROUND ZERO

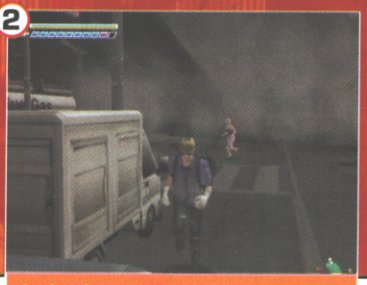
After the quake hits, Stiver Island is a deathtrap. Bridges crumble, skyscrapers collapse and giant wrecking-ball-things fall from the sky. The simplest journey is riddled with hazards, so that even without combat, there's plenty of tension and terror in the game.

1



This ball of steel and stone comes thundering out of the sky. A good time to shift your ass

2



Run into the screen as the buildings topple or you'll get squished. It's a nightmare out there

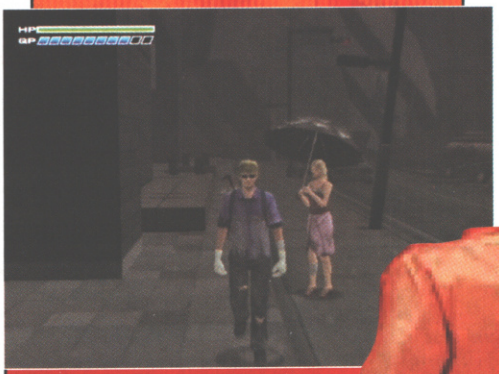
3

Areas that you've explored before are prone to flooding. Did you pack your armbands?

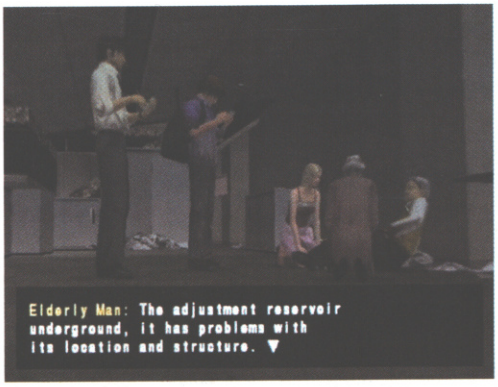
GET DIRTY

In keeping with the real-world setting, realistic things happen to your heroes as you play. As well as getting thirsty if you exert yourself physically through running or climbing, Keith and fellow survivor Karen will wear bandages to heal wounds and use umbrellas to stop getting wet in the rain. You'll even see their clothes get more ragged as the adventure takes its toll on their natty threads.

Be as kind or as mean as you want to your buddies. You sadist

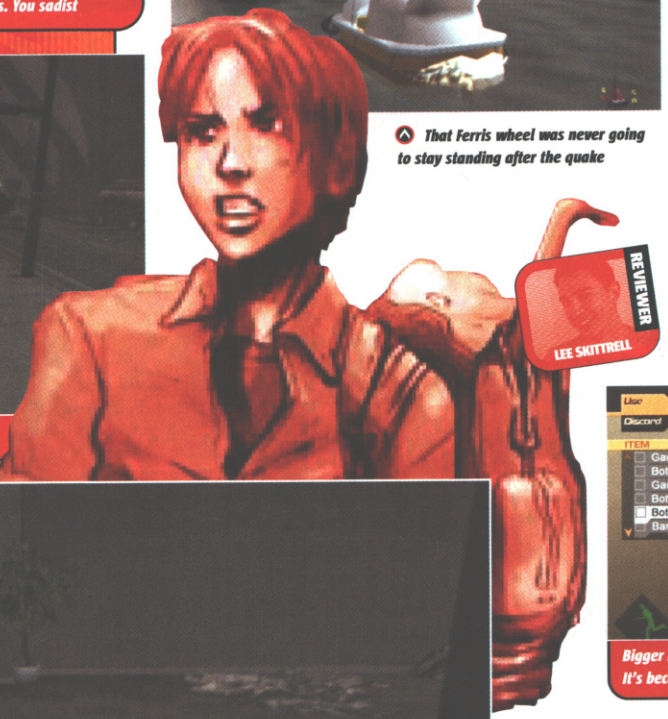


Your clothes get tattier as the adventure wears on

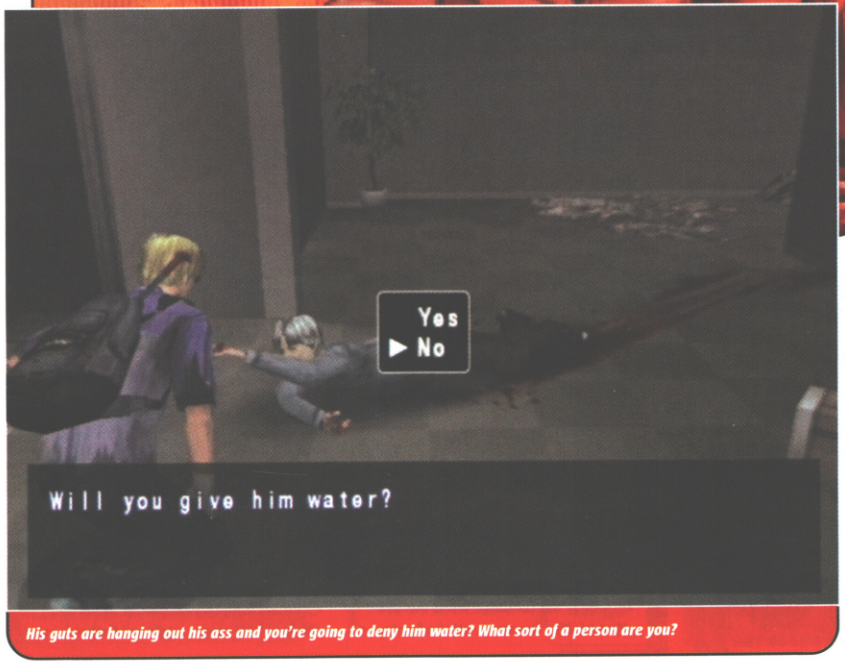


You start to learn more about Stiver Island as you meet stranded officials

That Ferris wheel was never going to stay standing after the quake



REVIEWER
LEE SKITTRELL



His guts are hanging out his ass and you're going to deny him water? What sort of a person are you?

The new compass icons are pretty funky

item than if you'd decided to stand and flaunt your multiple first aid kits in front of their dying faces.

SLOW PACE, BIG THRILLS

The pace is generally quite slow, but you'll always be hooked because of the tremendous atmosphere the game generates. The aftershocks and crumbling buildings, coupled with a subtly rumbling joypad and relatively frail characters make for one of the most tense and gripping videogame dramas in a long while.

SOS The Final Escape is full of clever puzzles and has a real human quality to the action. The story's great

SHENMUE II
GETTER THAN **SOS THE FINAL ESCAPE** WORSE THAN
ESCAPE FROM MONKEY ISLAND

too, with hints of a conspiracy right from the start and you'll want to battle through the tough puzzles to get to the bottom of what's going on.

The languid pace and lack of combat might not be to everyone's taste, and the visuals, awash with grey and some fairly hefty slowdown, may deter some players. But if you want originality, atmosphere and a gripping plot, you'd be a fool to overlook this.

Bigger backpacks hold more items in their compartments. It's because they've got more space inside them...

VERDICT

Here's proof that you don't need a mega-budget to create an original and enjoyable cinematic videogame adventure. Ignore this at your peril. ***Lee***

GOOD VS BAD

- Gripping and original
- Real-world logic
- Tense and gripping atmosphere

+

- Very dull-looking
- A few graphical glitches
- No fighting

−

IF YOU LIKE THIS TRY THESE...

- *Shenmue II (DC)*
- *Shadow Of Memories (PS2)*

8
OUT OF TEN

FURIOUS KARTING

Mildly **peeved** is more apt

GAME INFO BOX

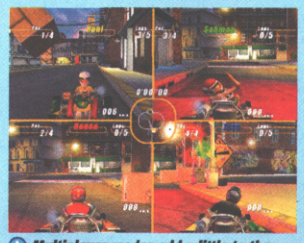
NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **INFOGRAMES**
OUT: **NOW**
DEVELOPER: **BABYLON SOFTWARE**
URL: WWW.BABYLON-SD.CH/

Hit the barrels and you lose speed and the respect of your mates

Go-karts with weapons – a million-dollar idea that was done, dusted and then shot in the head about five years ago. And while there's always room for a renaissance if the game is up to scratch, Furious Karting just isn't. With unappealing racers and unoriginal gameplay, this one's a road trip straight to Averageville.

TOO LITTLE, TOO LATE

That's not to say it's awful. It's as playable as any other kart racer of the last few years, and has the bonus of crisp Xbox-powered visuals. There's also a stab at originality in having to choose a clan to ally yourself with while annoying rival racers with taunts. Opponents will remember how much you riled them and race even more aggressively next time.

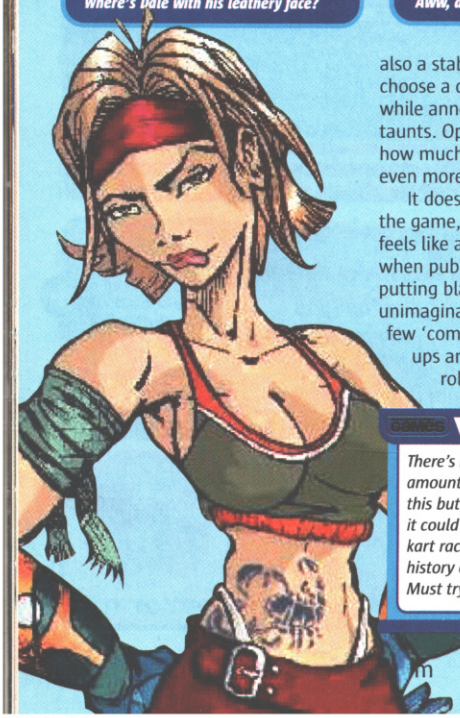


Multiplayer modes add a little to the fun, but aren't a patch on Mario's games

Did somebody say Supermarket Sweep? Where's Dale with his leathery face?

This icon means you've upset your rival. Aww, don't cry like a girl

It doesn't add a huge amount to the game, though. Furious Karting feels like a throwback to the time when publishers could get away with putting bland characters on unimaginative courses, chucking in a few 'comedy' weapons and power-ups and then watching the cash roll in. Well, not anymore.



GAMES VERDICT

There's not a massive amount wrong with this but it's so generic it could be any old kart racer from the history of the world. Must try harder. **Lee**

GOOD VS BAD

- Rivals remember
- Okay-looking
- Lots of tracks

- Rank characters
- Totally unoriginal
- Mario Kart's better

6 OUT OF TEN

Put some clothes on, love, for gawd's sake. Do you think this is BMX XXX or something?

If someone pulls up alongside you, swing out a leg and boot them off. Get outta here!

ATV2 QUAD POWER RACING

Get your **quads out** for the lads

GAME INFO BOX

NUMBER OF PLAYERS: **2**
COST: **£39.99**
PUBLISHER: **ACCLAIM**
OUT: **FEB. 7**
DEVELOPER: **CLIMAX**
URL: WWW.ACCLAIMMAXSPORTS.COM/ATV2

At this point, a giant worm springs up out of the ground and eats everyone

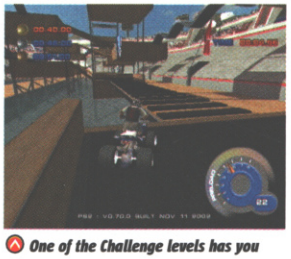
We'd love to see Acclaim do a Disney game. They'd have Minnie Mouse in a bikini, seductively eating a banana. BMX XXX was a bit crap, so they had to stir up interest somehow. There's absolutely no need for bikini-clad riders here, though: ATV 2 is a good game. The children at Acclaim must be growing their first pubes or something.

This is hardcore quad bike racing. Hardcore in the sense that if you drive with anything less than complete focus you're not going to hit the checkpoints. You can kick the other riders off, but you can't bracket this in with comedy kart racers. It requires a lot of skill, and any arsing about is the quickest way to last place.

It's nice to have these little milestones flashed up. The game stores them too

LET'S GET PHYSICAL

The physics are spot on. Shift your weight to the back of the quad and it wheelies. Hit a jump hard with the front springs weighted down and you fly through the air. The struggle for traction feels perfect as you barrel side on into a sandy corner. It's quick too: blazing through the forest sections feels as treacherously rapid



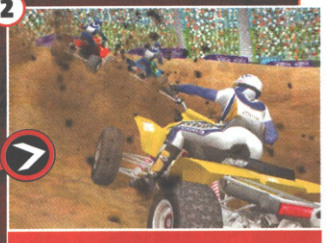
One of the Challenge levels has you time-trialling in some pretty funky stages

Stunts win you boost, but it's a bit of a fiddly system so you might not bother

TOTAL CONFUSION RACING

So this is ATV 2. But it's not Sony's ATV 2. It's the sequel to a little-known PSone game, but we've got a sneaky suspicion Acclaim liked the idea of people mistaking this with the sequel to Sony's excellent ATV Offroad Fury.

Acclaim's PSone ATV Quad Power Racing. It sucked ass, and everybody knew it



Sony's PS2 ATV Offroad Fury. Now that had a kind of bouncy wickedness to it

Acclaim's PS2 sequel is a massive improvement on the original

Sony's sequel to ATV Offroad Fury is coming soon, featuring online play

Flaming typical, that is. You finally take the lead and Iraq launches a nuclear attack

as the speeder bike section in Return Of The Jedi. Pretty quick, then.

If anything, it's far too hard to get into. Short races mean a single mistake blowing it for you, and the severity of some of the corners will take you by surprise. It's also annoying how easy it is to come flying off after clipping another rider's wheels, but the realistic bouncy handling keeps you coming back. There's no slow-down in two-player, and there's a versus stunt mode chucked in as well. See, Acclaim? No tits required.

Sometimes quad fun can go sour. Ask Rik Mayall and he'll tell you about it

VERDICT

A quirky, hardcore racer that'll really test your skills. The people that brought you the classy Rally Fusion come up with the goods again. **Dean**

GOOD VS BAD

- Cracking handling
- Convincing physics
- Great looking
- Memorising courses
- Hard to get into
- Features bikinis

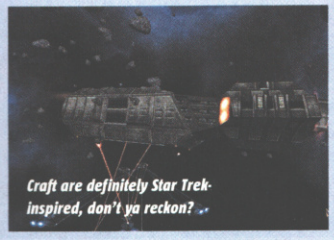
8 OUT OF TEN

O.R.B.

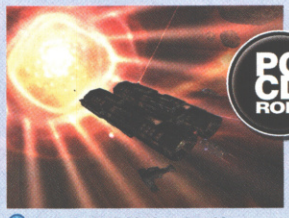
GAME INFO BOX

NUMBER OF PLAYERS: 1-8
COST: £29.99
PUBLISHER: STRATEGY FIRST
OUT: NOW
DEVELOPER: STRATEGY FIRST, INC
URL: WWW.O-R-B.COM

The game's got tractor beams. Obviously



Craft are definitely Star Trek-inspired, don't ya reckon?



Space isn't all black and nothingy then, as this sexy nebula proves

PC CD ROM

Set in a distant galaxy with not a single human in sight, this strategy game takes place against a backdrop of two alien races locked in a holy war. The story's great but there are a few problems.

The biggest headache in O.R.B. is navigating the 3D space. Judging depth is tricky, especially when dispatching your fighters into the bowels of space. Otherwise the interface for locating and selecting units and bases is logical.

There are some dull missions to slog through, but there's probably enough atmosphere and depth of play to please space strategy fans. Just don't expect a Homeworld-beater.

7 OUT OF TEN

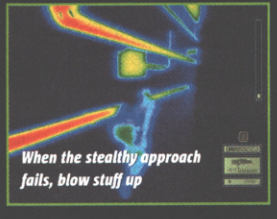
Tom Clancy's SPLINTER CELL™

PC CD ROM

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: UBI SOFT
URL: WWW.SPLINTERCELL.COM

No radar, so you'll need your thermal imaging gear



When the stealthy approach fails, blow stuff up

Stealth games are nothing new to PC players, but the level of accuracy on offer in Splinter Cell makes the game feel totally fresh. Playing as super-sneak Sam Fisher, you really do have to go at a snail's pace if you are to survive.

Dangle silently from the oil rigging in order to break into the enemy's HQ

The visuals are amazing, and the lighting really adds to the gameplay. Use shadows to your advantage and even knock out lights to give yourself the cover of darkness. It's just the same as the Xbox version, which means it's dead tough, but also dead good.

9 OUT OF TEN

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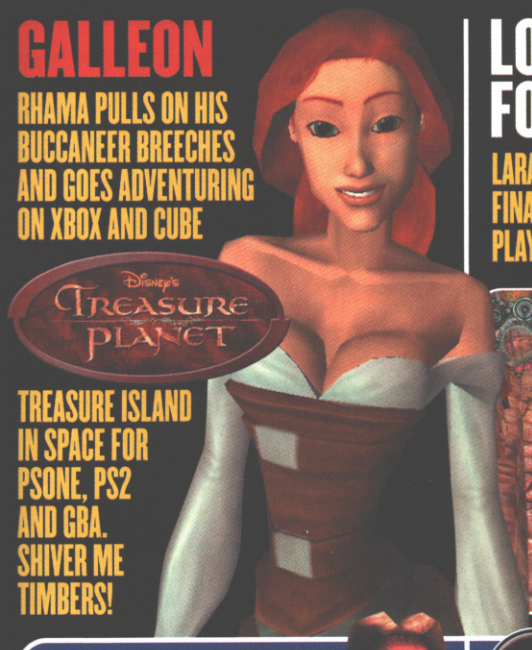
GALLEON

RHAMA PULLS ON HIS BUCCANEER BREECHES AND GOES ADVENTURING ON XBOX AND CUBE

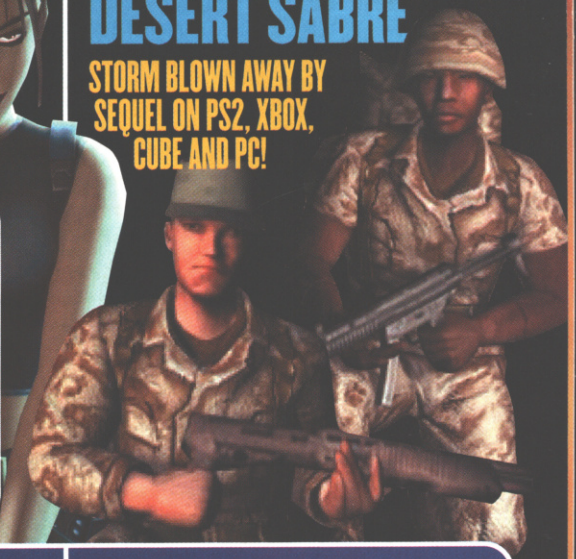


LOST AND FOUND!

LARA AND KAT FINALLY COME OUT TO PLAY WITH CVG

CONFLICT: DESERT SABRE

STORM BLOWN AWAY BY SEQUEL ON PS2, XBOX, CUBE AND PC!



Disney's TREASURE PLANET

TREASURE ISLAND IN SPACE FOR PSONE, PS2 AND GBA. SHIVER ME TIMBERS!

GBA GOODNESS!

BIG HITTERS GO ICKLE HANDHELD
GTA III, MEDAL OF HONOR UNDERGROUND, THE SIMS

PS2 PLEASURE!

RATE-O-RAMA! THE FULL GEN ON JEN'S ADVENTURE

XBOX XCITEMENT!

MGS2: SUBSTANCE
A YEAR AFTER SONS OF LIBERTY – THE VERDICT

CUBE QUALITY!

ZELDA: THE WIND WAKER
GUTTED. NO, NOT LITERALLY THAT WOULD BE GRUESOME

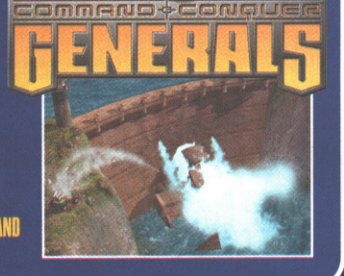
RESIDENT EVIL 0
CVG'S PLAYED IT MORE THAN ANYONE. YOU CAN TRUST OUR REVIEW

PC PANDEMONIUM!

CHAMP MAN 4
HANDS-ON! NOT AN ANNUAL UPDATE – IT'S AN ALL-NEW GAME AND SET TO BE MASSIVE

COMMAND & CONQUER: GENERALS
WE SPENT ALL CHRISTMAS NUKING THE USA AND DROPPING FUEL BOMBS ON TERRORISTS TO BRING YOU *THE* DEFINITIVE REVIEW

THE SIMS ONLINE
WE'VE BEEN PLAYING IT SECRETLY FOR MONTHS, AND THEY'VE FINALLY LET US SPILL THE BEANS



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PLUS! MORE ON SUPER MONKEY BALL 2, DEAD OR ALIVE XTREME BEACH VOLLEYBALL, POKÉMON RUBY & SAPPHIRE, STAR TREK ELITE FORCE 2, MIKE'S ANIMAL CROSSING DIARY, IGI 2, AQUANOX 2... AND LOADS, LOADS MORE!

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How to enter: First type 'CVG FEB' then type out the letters corresponding to the correct answers, starting with the 7th prize and ending with the 1st prize. For example: **'CVG FEB ADCBCAD'***

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START HERE

February may be the coldest month with the shortest days and the longest nights, but here at CVG we've come up with a set of prizes to warm the cockles of gamers across the country (well, those clever souls who read the best games mag on the planet, at least).

And you really will need to be clever to have any chance of getting your hands on a share of nearly £1,400-worth of prizes. Win 'em and you could be blasting up the skies with Robotech on Xbox and GBA, smashing through Legends Of Wrestling II and lording it as a war hero in Delta Force – Black Hawk Down.

Plus, seven readers will soon be annoying their neighbours with monster speaker packages from Creative. We're just too good to you!

7th ROBOTECH BATTLECRY – XBOX

If you want some classic animé action on Xbox, you're in the right place. In this gorgeous cel-shaded shoot 'em up, you battle alien intruders in your souped-up robot-cum-jet fighter

What is the English translation of the Japanese word animé?

■ A. Animation ■ B. Enema ■ C. Army ■ D. Barmy

5 TO WIN

COURTESY OF TDK MEDIACTIVE

6th ROBOTECH: THE MACROSS SAGA – GBA

You can expect lashings of gorgeous GBA graphics and frantic gameplay from this classic side-scrolling shooter based on the animé action series

Name the classic '80s cartoon series featuring vehicles that could turn into robots

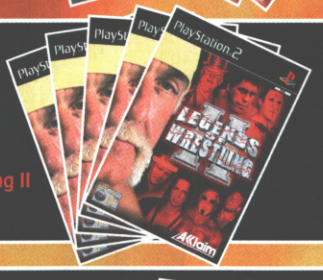
■ A. Transexuals ■ B. Transformers ■ C. Transistors ■ D. Transceivers

5 TO WIN

COURTESY OF TDK MEDIACTIVE

5th LEGENDS OF WRESTLING II

The chance to play as your all-time favourite wrestler was tempting enough, but this sequel features even better graphics and all-new storyline and career modes. Slam!



Name the corporeally-challenged British wrestler who stars in Legends Of Wrestling II

■ A. Big Batty ■ B. Big Momma ■ C. Big Bertha ■ D. Big Daddy

5 TO WIN

COURTESY OF ACCLAIM

4th DAKAR 2

This is the all-action arcade version of the most radical endurance rally in the world. It features full damage to all of the licensed vehicles and an exciting new checkpoint system

In which African country is Dakar?

■ A. Senegal ■ B. Namibia ■ C. Nigeria ■ D. Ethiopia

5 TO WIN

COURTESY OF ACCLAIM

3rd DELTA FORCE – BLACK HAWK DOWN

Based around Operation Restore Hope in Somalia, this shooter has it all: Attack Choppers, Humvees, short-range and sniper missions and a wicked multiplayer mode.

Which British actor starred in the movie version of Black Hawk Down?

■ A. Ian McKellen ■ B. Ross Kemp ■ C. Ewan McGregor ■ D. Johnny Vegas

5 TO WIN

COURTESY OF NOVALOGIC

Trailblazer!

test prizes here every month

2nd

INSPIRE 2.1 CONSOLE 2400

Fed up with the tinny music your TV squirts out when you play games? Seems a shame to miss out on the pumping soundtracks that are almost standard these days. Maybe this high-quality set of two satellite speakers and subwoofer will help.

For which range of sound cards is the company Creative best known?

■ A. Sound Blaster ■ B. Sound Bomber
■ C. Sound Gunner ■ D. Sound Basher

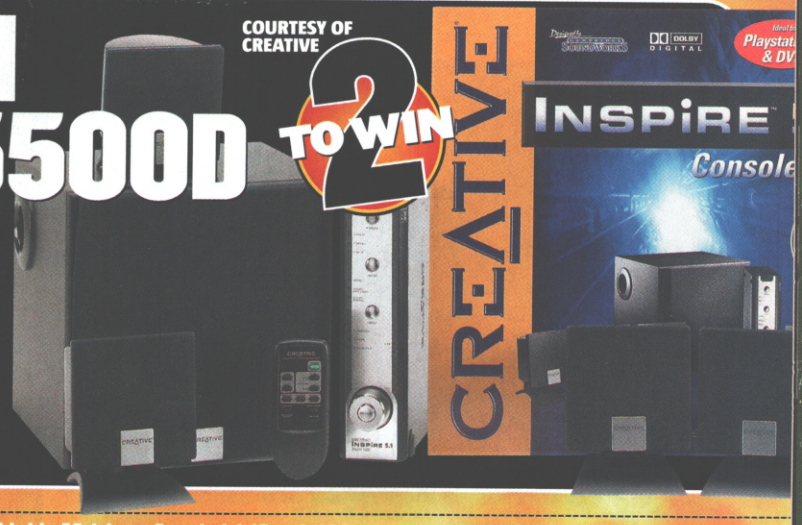
FINISH HERE

1st

INSPIRE 5.1 CONSOLE 5500D

COURTESY OF CREATIVE

2 TO WIN



Just look at this beauty: the ultimate console speaker package. Fancy a centre speaker, four satellite speakers and an 18-watt subwoofer, made by a company with 20 years of hi-fi experience? Yes?! Then, enter NOW!

Name the sound standard used by the games and movie industries

■ A. Hornby ■ B. Dolby
■ C. Corby ■ D. Holby

CUT ALONG HERE

GO ON- WIN IT

Fill in this coupon and send entries to:

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Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

ROBOTECH GBA
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

LEGENDS OF WRESTLING
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

DAKAR 2
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

DELTA FORCE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

CONSOLE 2400
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

CONSOLE 5500D
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

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TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 12 February 2003** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodafone, Orange, BT Cellnet (O2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

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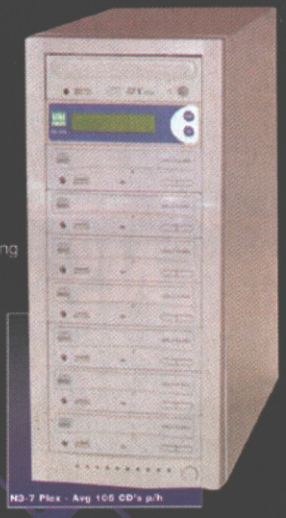

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Wow! Only one day left until Christmas! Little children all over the world are anxiously awaiting Santa's visit. Meanwhile, very deep underground lives a wicked fairy, Nilam. She has a magic pot that allows her to see everywhere in the world. She looked into her pot and saw Santa and his helpers packing presents for all the children and became furious that so much existed in the world. Nilam concocted a spell that enchanted Santa and locked him in her magic lands. You must help Santa escape the worlds controlled by Nilam, so that he can complete his Christmas Eve mission. Only a few hours remain, so get cracking

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- 5 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominos, Mah Jong.
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- Save/load game status and statistics.
- Create your own character and face in the game with the included face generator.

URBAN YETI
- The strangest game you've ever played. Real motion captured Yeti!
- Realistic background scrolling gives you the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways - smash your way through the city or avoid detection altogether.

SOCCER KID
- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves - platform tricks to earn extra points.
- Use loaders, overhead kicks, and volleys to defeat the enemies.

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- Hardcore Pinball is a real classic estimulate game.
- 4 challenging tables, that feature realistic physics, are the heart of this truly outstanding simulation.
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MISSING IN ACTION

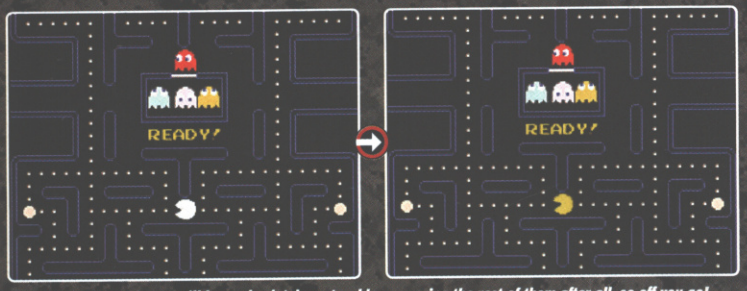
Win cool stuff by recognising a bunch of games, cunningly disguised by our world-famous senior designer, the Invisible Man. D'you see?

This is easy. All you do is look at the pictures and guess what the games are. Only, we've removed all trace of the main character in each game, leaving just a silhouette remaining. If it's just too tough for you, there's a clue below each, but we're here to tell you that real gaming men and women don't need hints.

Massaging your massive gaming lobes should be pleasurable enough in its own right, but there's an added incentive. Fill in the coupon at the end, and the first ten correct entries out of CVG's sorting hat blags a free game.

EXAMPLE

In case this all sounds a bit tricky, we're giving you a helping hand in the shape of an example. Hmmm... what could this game possibly be? Let's read the clue: "Namco's flagship character from the '80s. Was inspired by pizza, and there was even a song written about him."



Easy: it's Pac-Man! See, you'll have absolutely no trouble answering the rest of them after all, so off you go!

HORROR

CLUE: This was the original survival horror game, and the update won an award at the Golden Joysticks 2002

CLUE: The last time you got to enjoy a game in this series was with the second chapter on Sega's Dreamcast

CLUE: We only need to mention 'torch' and 'radio static' to give you enough of a clue - but which version is this?

EXTREME SPORTS

CLUE: The original and still the best. Shouldn't be too hard, but tell us which number this is between 1 and 4

CLUE: Something is missing here - like, no skateboard, and no BMX. This should be all the clue you need to get this

CLUE: First off the blocks in the THPS-style BMX race, this series remains a stubbly tread ahead. Again, which version?

FANTASY RPG

CLUE: You don't need to be Square to play this, but it helps. The next one is online, which is a big old clue

CLUE: Some Disney magic adds a touch of unexpected class to the standard role-playing formula

CLUE: Xbox's only decent RPG and still a big noise on PC with a recent add-on. Er... real-time weather effects anyone?

FAMOUS CHARACTERS
STAR WARS
SPORTS
FPS

FAMOUS CHARACTERS

CLUE: This character has true 'universal' appeal, but his original creators were naughty dogs, make no mistake

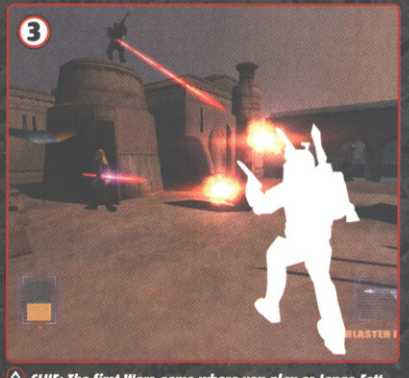
CLUE: When this girl first 'busted' on to the scene there was nothing else like her. But which adventure is this from?

CLUE: If you need any clues to guess this one right, you need your entire games collection taken away from you

STAR WARS

CLUE: Based on the second movie in the saga. And if that doesn't give it all away, we're lost for words

CLUE: All about a Jedi that has renounced his powers (his name sounds similar to a famous female pop artist)



CLUE: The first Wars game where you play as Jango Fett, father of Boba Fett, the notorious... ah, that'd be the answer

SPORTS

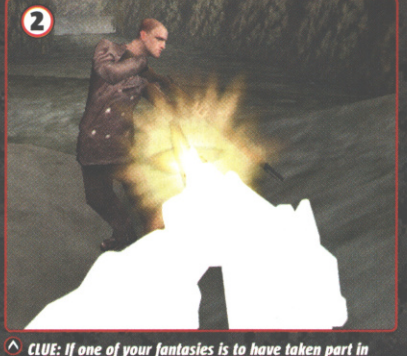
CLUE: We play this game every spare minute of the day, and recently held a national tournament for it

CLUE: EA's flagship sports game, dramatically overhauled for the new season. You must know this one!

CLUE: Soccer as Sony sees it, but is this footie? The name of the game tries very hard to convince you that it is

FPS

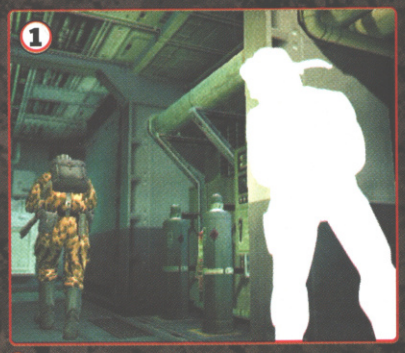
CLUE: Travel through time in the greatest first-person shooter ever. Well, the greatest console shooter. Well...



CLUE: If one of your fantasies is to have taken part in the WWII D-Day Landing, this would be the FPS for you

CLUE: The only FPS that tells you that you're on a killing spree, in the darkest announcer voice in history

STEALTH GAMES



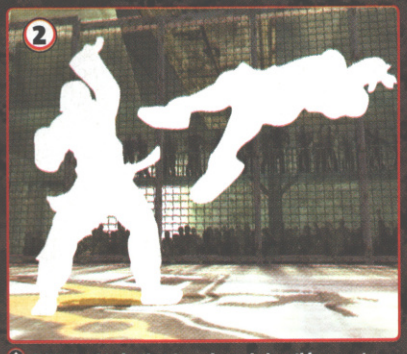
CLUE: Starring a certain Solid Snake - and a kick-ass contraption called something, something Ray. You get it?

CLUE: This stealth-a-thon has only recently been released on Xbox, and there's a PC version due early next year

CLUE: A Sega home-grown title, originally went to Dreamcast. Then Dreamcast... went. So now it's on PS2 too

FIGHTING

CLUE: The fighting series linked with PlayStation since the start. Features a Mechanized Space Ninja!



CLUE: Used to be that Sega depended on this game to sell its consoles. Now it's shifting PS2s instead...

CLUE: We never did work out the meaning behind the game name. One thing's for sure: boobs made it famous

WIN! WIN! MOH FRONTLINE AND FIFA 2003

COURTESY OF EA GAMES

Only two things in your life are certain. Death, which no one can avoid. And love. CVG love, which we reserve for our readers, and as one of that happy band you're guaranteed lashings of it. Why else would every issue of CVG be rammed with competitions giving you umpteen opportunities to play games for free? And CVG's Missing In Action competition is no exception.

We sleigh-jacked Santa a few weeks back so ten lucky winners can each choose one title from the following sack of gaming goodness: five copies of FIFA 2003 and five of Medal Of Honor Frontline. To be precise, FIFA on PS2 (two copies), FIFA Xbox (one), FIFA Cube (one), FIFA PC (one), Frontline on Xbox (three) and on Cube (two). Answers next issue!

CUT ALONG HERE

SEND THE ANSWERS! SEND THEM NOW!

If you've got ALL the answers, write 'em ALL down on a piece of paper and send them to CVG with this coupon. We'll enjoy laughing at the wrong ones but the first ten out of the bag with ALL the correct answers will bag one of the prizes above. In case all ten want the same game, we'll need help on who gets first dibs, so complete the tiebreaker below in 15 words.

TIEBREAKER: I spy with my little eye:

Send all entries to: Missing in Action Competition, Computer And Video Games, 30 Cleveland Street, London, W1T 4JD. The closing date is 12 February 2003.

Enter your details below

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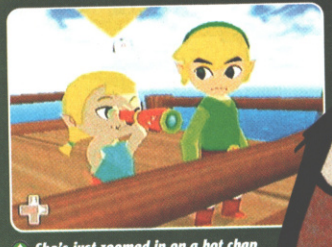
That's one use for a big leaf. Another is when you need to take a poo in the woods

If cutting grass was always this much fun, your garden would be balder than Fabian Barthez

Skulls abound in this dungeon. Bodes well for your chances of survival

This is how you start off. Wearing a blue Bruce Lee-style smock. And it's way cool

The light from the flame flickers on the wall


She's just zoomed in on a hot chap getting dressed. Link's sister is filth

LEGEND OF ZELDA: THE WIND WAKER

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OUT SUMMER

ONLINE GAMING

IN A NUTSHELL

Every generation of Nintendo console has had Zelda, and it's usually the high point of the machine's career. For Cube, Nintendo builds on the fabulous Ocarina Of Time gameplay with a startling cel-shaded look, and gameplay that packs in the thrills even more tightly.

WWW.NINTENDO.COM

UPDATE!

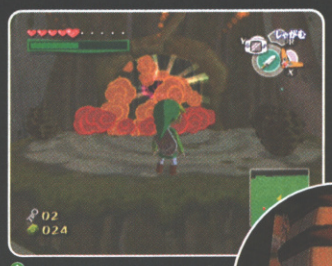
Five days. Medically, that's the first time period you've got to be aware of. If you don't drink anything for that long, you're going to be knocking on death's door for real. Food you can go without for some weeks. Sleep deprivation can't kill you (though it may make you a bit cranky). With a new Legend Of Zelda game on the way, you need to be aware of this information.

As soon as that baby-sized shiny platter starts spinning, your world outside of games stands still. A mountain of letters will grow by the front door. The food in the fridge is going to evolve into something angry and alive. You'll probably have to fight it. You'll definitely have to re-make every friend you had. It's going to be SO worth it.

THE BEST GAME IN THE WORLD... EVER?

Our early impression is that The Wind Waker is better than Ocarina Of Time. Better than the game many players regard as the best ever. Which means that... well, let's not get ahead of ourselves too quickly.

This is the area around your house. It looks pleasant enough, but where's the KFC?



The explosions are spectacular. Particles spark, smoke billows...

Better than a cardboard box? You decide

Candlelight flickers all around you. Dynamic lighting is the next big thing, believe it

At times, the game is breathtakingly gorgeous. At other times, it's a bit sparse

Brilliant as Mario Sunshine was, it still wasn't good enough for a lot of you. But the new Zelda meets your expectations and then some.

It's not even the graphics. At some point, you will be told that The Wind Waker looks like a cartoon. It doesn't. At times, it actually proves a bit disappointing in the looks department. But the gameplay is so amazing that you stop seeing only the beauty, and you start living in that world.

The best explosions and fire, ever

Link doesn't open doors, YOU open doors. You solve the puzzles. You pick up the stick and beat the fat warthog guy until he explodes in a glorious purple dust cloud.

But back to those graphics. This doesn't look like a cartoon, because the whole field of a cartoon is in pin-sharp focus. Here Link's edges are sharp enough to cut a diamond, but everything from the middle distance out is blurred slightly. At first, it's deflating. The first couple of areas you visit are pretty barren too. Lots of sky, lots of sea, but few buildings and scenery. That changes soon enough, though, but no – not like a cartoon.

PORKER CORKER

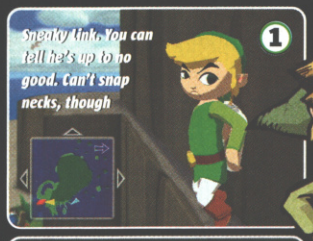
Imagine a ten-minute cartoon where the story was this: small boy chases after a pig for a while. Can't catch it. Sees some long grass and chops down every last blade in a frenzy of swishes

The famous boomerang makes a comeback. Literally: it comes back

You should hear the music when you're indoors. It's Ocarina-tastic

EXPRESS YOURSELF

Nintendo's brand of cel-shading makes for a more expressive Link than ever before. Ocarina's Link could do a fair approximation on his made-with-carpet N64 face. New Link is so expressive, you could probably even tell if he slyly squeezed out a quiet one. You'll see him glance at items that are off-camera too, which helps.



1 Sneaky Link. You can tell he's up to no good. Can't snap necks, though

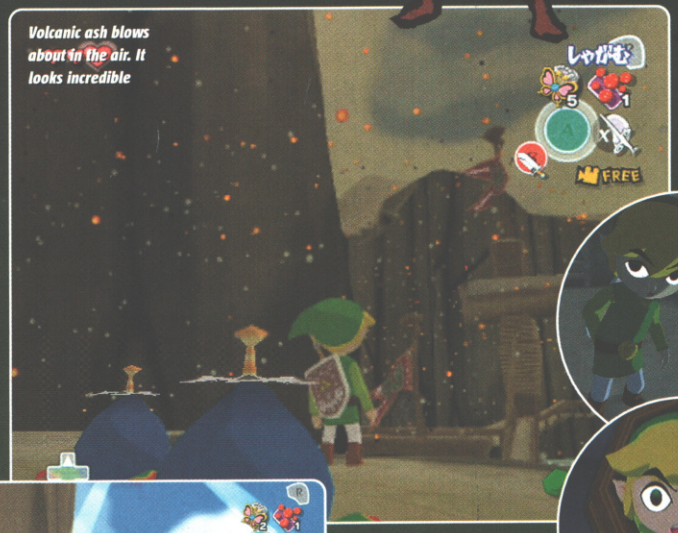
2 Link stumbles upon an all-girl nudist beach

3 Aw! Link's sad! He's leaving his friends and family behind to go adventuring

Early on in the game, these pigs prove a fearsome foe. They're just so difficult to get a hold of

In order for this lady to make you a bacon butty, you must bring a swine to the slaughter. Take that, pig!

These pirates seem like good people until they fire you out of a cannon. To think you went to the trouble of saving the girl...



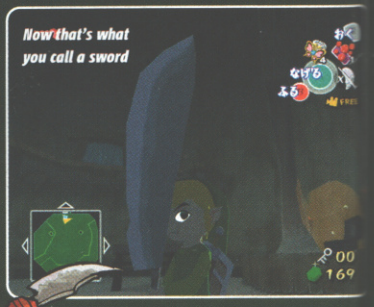
Volcanic ash blows about in the air. It looks incredible

Link and his furry friend get caught doing 'something'

You'd look pretty scared too if we fired you out of a cannon against your wishes

Link knows how to treat the birds. Slash them up until the feathers fly in the sky

Almost every room houses an original puzzle



Now that's what you call a sword

Every person you meet, no matter what the species, looks different.

It's not like Ocarina where a Goron looks like a Goron. When you enter the lair of the Hawkman bird-people, each individual looks distinct. Link himself is more expressive than ever before (see Express Yourself box), and even the human-type characters are individual, from beady-eyed grandmas to beaming youngsters.

WE HEAR VOICES

You can tell most of this just by looking at these pages, but until they make noisy magazines you'll have to take our word about the sound.

Presented in Dolby Pro Logic Surround, the soundtrack in The Wind Waker is incredible. Link's yelps echo as he swings his sword around vast caverns. The tunes when you're in someone's house tinkle away like in Ocarina.

Best of all, though, is the way every hit you land in an attack combo plays a rousing battle note. If you can combo long enough, you can actually beat a tune out of someone. All of which provides worthy accompaniment to and slashes. Looks around for the pig, but it's gone. The end.

That would be the worst cartoon ever. But as you're living it, it's quality. More so when you chase the pig right down to the sea and it just floats there. Now, my little porky friend, you are mine.

Other developers have used cel-shading to create a distinctive overall effect, but at the expense of individual character distinction. Not Nintendo.

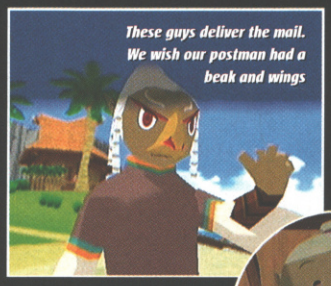
SOLID SNEAK

Cynics are probably going to argue that cel-shaded stealth is just a means of brainlessly combining the last two big gaming fads. They're wrong, though. Totally wrong. Sneaking past a fat, aggressive warthog man by scuttling along in a barrel is pure and simple comedy genius. If you're bored of that, then you're bored of life.

Holding 'A' presses Link flat to the wall. Then Left and Right will edge you along the wall

Grab hold of a big barrel and climb inside. These guards really are dumbasses

You can even drop off the side of a platform and shimmy along using your fingertips



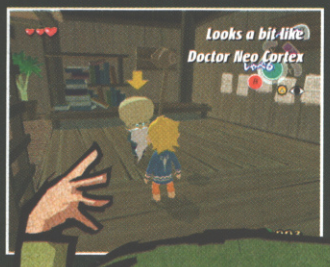
some of the most amazing gameplay ever.

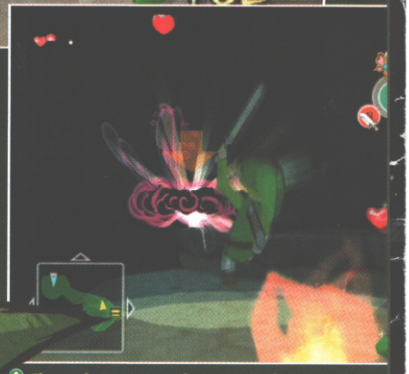
We're not going to ruin it for you. Hell, half the team didn't even want to see it being played. They wanted the whole experience for themselves. So let's make a deal: we'll only mention really early stuff. None of the new gadgets, not even up to the first of many bosses. Deal? Good.

MAGNIFICENT MAGMA

Picture a big cavern full of magma. Not just floors shaded red, but proper bubbling magma. Heat haze everywhere. Steam rising up as the liquid rock cools and reheats through red and orange before your eyes.

Jets of fire are belched up either side of a rickety rope bridge, and lava bursts randomly from the walls. Zelda





The combat system works a treat. Lock on, then strafe around your prey, hitting the 'A' button to somersault and leap sideways. Mash the 'B' button to swing your blade of justice

Up ahead, you can see a pair of bomb flowers. Act responsibly when handling explosive fauna

Holding Left, Right and Centre on the left thumbstick sets the number of beats in a bar: three, four or six

Then it's simply a case of swishing the baton with the C-stick and making sweet, sweet music. Tunes at your fingertips!

SUPER CONDUCTOR

If there's a single aspect of the new Zelda game concerning us at this time, it's the music conducting. In Ocarina, you could bash out a tune at any tempo, as long as the notes were in order. The Wind Waker requires you to time the swishes of your baton exactly, as if you were playing a rhythm-action game. It takes time to master, perhaps too much.

Bags with menacing faces are the future

Compass Get! Find the boss

has heated up literally, but it's also here that the visuals kick into 'astonish' mode. You've never seen anything like it.

To progress, it's a case of doing Zelda things. Find the map and compass. Get the keys needed to bust open the locked doors, and keep an eye out for the Master Key. But such is the fantastic design that even crossing a room in this place is a puzzle in itself. One room is basically all magma, but there's a row of large pots on the back wall.

The ultra-flattering up-the-nose camera angle

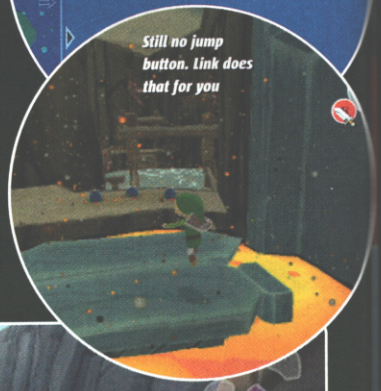
Your Zelda logic kicks in: throw the pots into the firey stuff and make stepping stones. Genius! But no, it's even better than that.

You pick up the first pot and a little slosh of water pops out. It's cool, and then it occurs to you. Water plus magma equals cooled magma. Equals rock. So you chuck in the pot, there's a hiss and an area of runny rock goes solid. It cools from red to

This is the entrance to the first dungeon

Apocalypse Now is Link's favourite film ever

Here, some proper Metal Gear shenanigans are a-happenin'. Don't run under the searchlights



Still no jump button. Link does that for you

SAIL OF THE CENTURY

The action in the new Zelda game takes place across a series of islands. Unless you've been in some intensive training with the Zoras, you're going to need a boat to get around. Possibly not a talking boat that gives you a lot of gyp, but that's what you get, like it or not. Time to set sail.

Once you have the boat, you need to buy a sail for it. And then you're off

The left analog stick steers the boat; use the wind to move

You'll meet all kinds of interesting people out at sea. Like these chaps

Set sail and explore what you see on the horizon

You can see the blurring in the background quite clearly here. And the sweet, sweet ripples

FIGHT SCHOOL

The combat in The Wind Waker owes a large debt to Ocarina Of Time. The Z-trigger targeting becomes right-shoulder-button targeting, but the way you can circle a locked-on opponent is the same. Every foe you vanquish disappears in billows of spiralling purple smoke, which is one of the coolest-looking effects we've ever seen.

First of all you need to train with this guy. Don't mess up because he'll deck you and squeal his disappointment

Once you've done your basic training, he gives you the sword for keeps. As soon as you get outside you'll start threshing grass

As your health drops, Link looks knackered

Link is pretty pleased here. Cel-shading can work on the side of good

black, then starts heating up again rapidly. You've got to be quick to jump across before it melts.

Next up is chucking lit bombs into stone vases, like a deadly game of basketball. Then you're retrieving the cutlass of a slain enemy to use its superior weight to batter through a boarded-up door. Either that or set light to it, but you'd need a stick for a taper.

STOP, LOOK, LISTEN

It all adds up to classic Zelda gameplay, but carried out with a swagger. If that's not enough, new gameplay styles are introduced too. Everyone's doing stealth right now, but here it feels like a comedy version of Metal Gear. Link runs about inside a barrel in a classic cartoon style, but also narrows his eyes deviously when you make him creep with his back pressed against a wall. Some of the slinking along narrow, high ledges feels exactly like Ico.

We're breathless with anticipation here at CVG. Even the people who are 'saving' themselves can't just walk past the TV. Everybody stops and watches. We can't stop playing it, but we've checked the calendar and we're not in serious danger – quite yet.

That's a fairly dangerous move to pull on a thin bridge. Eat it!

The map in the bottom left is like the ones used in Ocarina Of Time

KILL SOME TIME

Five ways to bear the agonising wait for Zelda in Britain:

1. Replay Ocarina Of Time and Link To The Past
2. Move to the States, where it's out much sooner
3. Bash your head in with some bricks so you slip into a peaceful coma
4. Talk to friends and go outside while you still can
5. Make a Link suit out of shards of green glass

Into a fight and you have to show the skills. Work on your combos for a cool sonic bonus

We got stuck in this room for about an hour

One more explosion. We couldn't resist

CVG OPINION

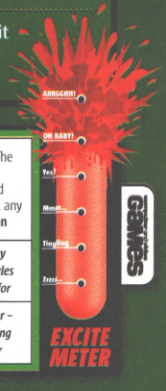
Based on first impressions, The Wind Waker lives up to the astonishing Zelda legacy and then some. Games don't get any more exciting than this. **Dean**

IT'S GOT

- *Utterly immersive gameplay*
- *Staggeringly inventive puzzles*
- *Graphics and sound to kill for*

IT NEEDS

- *To come out before summer – we really can't wait that long*
- *The conducting to be easier*



You'll feel like a bowling pin when tons of giant metal balls start rolling towards you

Paralyse the soldier with your boomerang, then whip out your sword and finish him!

Use Roc's Cape to leap over this boss character's spinning tendril, and then hit the attack button in midair and stab its fleshy bits

LEGEND OF ZELDA: A LINK TO THE PAST

■ PUBLISHER
NINTENDO
■ DEVELOPER
NINTENDO
■ OUT: MARCH

ONLINE GAMING x4

IN A NUTSHELL

Revel in the glory of this extraordinary Zelda double bill. Play through the SNES classic, A Link To The Past, and experience Nintendo's new multiplayer gem, Four Swords.

WWW.ZELDA.COM

UPDATE!

CVG's Pete Walker is eight-foot tall, shaves with a rusty butcher's knife and eats rocks for breakfast. But mention A Link To The Past to our resident man mountain, and he starts blubbering away like a little girl.

This enchanting SNES classic touched him deep down when he first played it back in '91, and still holds a very special place in his football-sized heart. As it does the rest of us on CVG. And for good reason, because its it's arguably one of, if not the greatest, games of all time.

When Alex broke the news to Pete that A Link To The Past was coming to GBA, he bear-hugged Alex so hard with excitement that our poor editor can no longer breathe without the aid of a respirator. Thank God no one told him about Four Swords, the amazing, all-new multiplayer adventure accompanying it.

Go forth and cross swords!

Once all four of you are stood on the end-of-level discs, your performance will be assessed

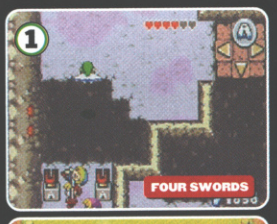
THE BIRTH OF A NEW LEGEND

A Link To The Past is a perfect port of the SNES original and still looks stunning. It's rammed with brilliantly designed puzzles, magical landscapes, and is guaranteed to steal the top slot as best adventure on GBA.

We could easily blurt on and on about how charming, original, addictive and wonderful A Link To The Past is, but we're not going to!

ALL FOR ONE, AND ONE FOR ALL!

Four Swords requires every player to act for the greater good of the team. It's impossible to get through any of the levels solo, because every situation requires you to work together, like a well-oiled machine. You're all in this together...



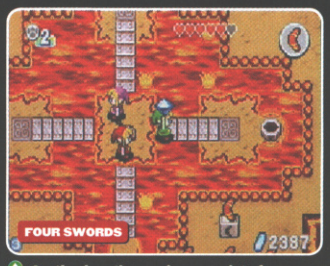
Wingin' it: one of you has to use Roc's Cape to fly over the wide abyss. Then you gotta steer the moving platform on the right-hand side over to the rest of the team. Tricky

Charge of the Link brigade: the slope is too steep to climb unless you use your momentum running with Pegasus Shoes. Once your find a pair, the person wearing them can shove the rest of you up the bank

ON THE PULL

Many of the enemies in Four Swords can only be defeated when two or more players work together. So be nice.

When one of you twats this creature, he'll stop moving. But to kill it, two of you have got to grab hold of either side and stretch it apart till it rips in half. Pretty gross, yet strangely satisfying!



Gently place the precious gem into four different slots, to uncover four treasure chests. But be sure to spread the wealth fairly!

In case you're wondering, yes, Link did used to have a funky purple barnet back in his SNES days

Because at this stage it's worth focusing on what's new, and what's sure to make this GBA Zelda experience a cut above the rest. In case you hadn't guessed, we're talking about Four Swords.

Sword held high in the pose of victory

GNAT'S AMAZING!

Four Swords can only be played with two to four players. However, unlike most other multiplayer games on GBA, once you've romped through a level in Four Swords, there's little chance that you and your Zelda buddies will ever part.

This all-new cooperative quest throws you and your mates into a mass of puzzle-filled and action-rammed scenarios. You'll belly laugh till your stomach hurts, pull out your hair with frustration and leap with joy. It introduces tons of fantastically funny features and heaps of brilliant new ideas into the Zelda universe. Like the Gnat Hat!

The Gnat Hat is just one of the hilarious new items that Four Swords delivers into the Zelda realm. When worn, it transforms you into a two-pixel-tall Link! And it's not just a gimmick; loads of puzzles require you and your mates to skilfully manoeuvre yourselves across tiny moving platforms, scuttle through minute tunnels and cleverly negotiate many other inventive gnat-proportioned obstacles and brainteasers.

THE FELLOWSHIP OF THE LINK

But let's not forget what Four Swords is all about: teamwork!

Lob one of your friends across an abyss so that he can trigger a button on the other side to unlock a bridge; loads of enemies can only be defeated by communicating and fighting simultaneously; use Pegasus Shoes to shove your buddies up an otherwise impossibly steep slope. There are countless cooperative puzzles and encounters to overcome in this add-on adventure, each situation generating a sense of camaraderie that is hugely rewarding.

However, unlike A Link To The Past, Four Swords isn't a massive sprawling adventure. Although you are still following a quest, the experience is more arcadey. All the areas are divided into smaller levels, and you're rewarded for the amount of Rupees you collectively acquire on your travels and how quickly you do so. And even though the structure of this multiplayer game doesn't fit the traditional Zelda mould, it still manages to feel very true to the series, because the puzzles and action are so typical of its style and spirit.

A Link To The Past and Four Swords on a single cartridge makes for a heavenly GBA partnership. So if you happen to see what looks like a Yeti crushing random strangers in the street, run for the hills. Because that's what will happen when we tell Pete all about Four Swords, and that'll be him on one of his celebratory rampages. You've been warned!

GNAT FEVER, GNAT FEVER!

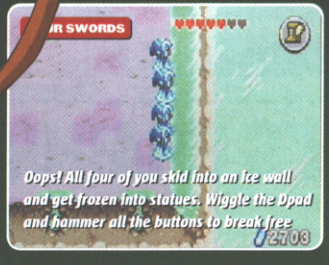
The power of the Gnat Hat has been unleashed on GBA! Slip on the comical red hat and Link is instantly transformed into the smallest videogame hero ever with an insect-sized view of the world...

On it goes, and SHAZAM! Now you're two-pixels tall, and ready to deal with the brilliant new gnat-sized challenges scattered throughout Four Swords. Doesn't it all look... close-up?

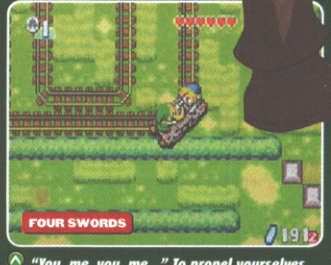
Talk to your team-mates and attack from the same direction

No one ever taught these nasty little blighters that spitting is a disgusting habit. Pack it in!

Use your collective brainpower to suss out a way of defeating this ice-dwelling slug boss



When you push or pull an object for too long without success, your face turns bright red



"You, me, you, me..." To propel yourselves along the track, coordinate your button presses

CVG OPINION The original SNES masterpiece is a classic, but the inclusion of the outstanding new multiplayer adventure will make this the hottest property on GBA. **Mike**

IT'S GOT
- *Two mighty titles on one tiny cart*
- *Hilarious and original multiplayer fun*

IT NEEDS
- *The ability to play A Link To The Past with the new Four Swords-style visuals*

PART FOUR IN OUR JOURNEY TO FIND...

BRITAIN'S BRAINIEST GAMER!

WIN COOL WWE BOOTY!

You've never had an opportunity like this. You may not ever again. This is your chance to put into action all those years of thankless gaming and entire weekends spent poring over issues of CVG.

If you can prove it to the world, you'll win a great big stack of WWE merchandise, a copy of WWE Smackdown! Shut Your Mouth, a PS2 signed by a WWE wrestler, plus the opportunity to interview a WWE wrestler in person!

BRITAIN'S BRAINIEST GAMER. Look at yourself in the mirror and say those three simple words, each consonant and vowel pulsating with life-giving ferocity. If the meaning feels true to you, then it is time. It is time to answer the questions at the bottom of this page of destiny; only the true can see these questions, for they are invisible to anyone who is not worthy!

This is the fourth in a series of six qualifying rounds. Indeed, many hopefuls have already gone before. Which means CVG already has three contestants who will travel to CVG Castle for the showdown later this year. And we should remind you that this final round will entail all manner of physical challenges too, that only a gamer of untold prowess in his or her field can endure.

For now, though, your only task is to answer the following 15 questions correctly, writing your answers on a postcard or the back of an envelope. Good luck (you will need it).

Send your answers to:
Britain's Brainiest Gamer #256
Computer And Video Games, Dennis Publishing,
30 Cleveland Street, London, W1T 4JD
Closing date for this issue is 21 February 2003

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BRITAIN'S BRAINIEST GAMER! PART 4/6

EASY

1 How many towers are there in the Lord Of The Rings game for PS2?

.....

2 What does Xbox have as standard that no other console has?

.....

.....

3 Name the star character of Nintendo's Metroid series

.....

4 Who is this, and what was the first game to feature him?

- ❑ A .....Sid
- ❑ B .....Puff
- ❑ C.....Yoshi

5 How many years old is Computer And Video Games magazine?

.....

MEDIUM

6 What is this?

.....

.....

.....

.....

7 Which agent is 'under fire' in EA's FPS?

.....

8 Which US software developer created the character Crash Bandicoot?

.....

9 How many different basic shapes are there in Tetris?

.....

10 What was the name of the CD-ROM attachment for the Sega Mega Drive?

.....

HARD

11 Which handheld did Nintendo Game Boy inventor Gunpei Yokoi help develop for Bandai?

.....

12 What was the name of NEC's tiny console, released in Japan and the US, but never in Europe?

.....

.....

13 How many colours could the Super NES produce simultaneously on screen?

.....

14 Name the N64 disc-drive peripheral that only ever came out in Japan

.....

.....

15 What is the acronym SEGA short for?

.....

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A = 0 1

A Bug's Life
Abe's Odysee
Ace Combat 4: S. Skies
Age of Empires
Age of Empires 2
Age of Mythology
Agent Under Fire
Aggressive Inline
Airblade
Aladdin: Nasira's Rev.
Alex F's Player Man. '02
Alex F's Player Man.2001
Alien Resurrection
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Amped Snowboarding
Armoured Core 2
Army Men 3D
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: S's Heroes 2
Atlantis
Atlantis 3: New World
Azurik: Rise of Perthia

B = 0 2

Baldur's Gate: Dark All.
Banjo Kazooie
Banjo Tooie
Batman Vengeance
Blade
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
BMX XXX
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Breath of Fire
Breath of Fire 4
Broken Sword 1 & 2
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact

C = 0 3

C&C: Red Alert
C&C: Red Alert 2
C&C: Retaliation
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Chamber of Secrets
Champ. Manager 2000
Champ. Manager 2002
Champ. Manager 99
Chase the Express
Civilisation 2
Code Veronica X
Colin McRae Rally 2
Colin McRae Rally 3
Command & Conquer
Commandos 2
Commandos B E Lines
Conflict Zone
Conflict: Desert Storm
Constructor
Cossaks: European Wars
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crazy Taxi
Cricket 2002
Crystal Pokemon

D = 0 4

D Mirra BMX: Max Remix
D. Nukem: Time to Kill
Dark Cloud
Dave Mirra BMX 2
Dead or Alive 3
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Die Hard Trilogy
Die Hard: Vendetta
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Divine Divinity
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z L.Sup.Wars.
Dragonball Z: Final Bout
Dragonball Z: Leg. Goku
Dragonball Z: Ult. Bat.22
Draken: Ancient Gates
Driver
Driver 2
Duke Nukem
Duke Nukem: L.of Babes
Dune
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Eighteen Wheeler
Enclave
Escape Monkey Island
Eternal Darkness
Evil Dead
Extermination
Extreme G 3

F = 0 6

FA P. Lgue F'ball Man.'01
FA P.Lgue F'ball Man.'00
FA P.Lgue F'ball Man.'02
Fear Effect
Fear Effect: Retro Helix
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 99
Final Fantasy 10
Final Fantasy 4
Final Fantasy 5
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Fire Blade
Freekstyle

G = 0 7

G1 Jockey
Gauntlet: Dark Legacy
Genma Onimusha
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Godzilla: D. all Monsters
Gold Pokemon
Golden Sun
Goldeneye
Gotham Racing
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Gravity Games
GTA: London 1969
Gun Griffon Blaze

H = 0 8

Half Life
Halo
Harry Potter
Harry Potter C.of Secrets
Harvest Moon
Headhunter
Heroes of Might & Magic
Hidden & Dangerous
Hitman
Hitman 2: Silent Ass.
Hogs of War
Hunter: The Reckoning
Hybrid

I = 0 9

Icewind Dale 2
In Cold Blood
Independence Day
Int. Superstar Soccer 2
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 1 0

J.Bond: Agent Under Fire
Jak & Daxter
James Bond: Goldeneye
James Bond: Nightfire
James Bond: T. N. Dies
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
Jet Set Radio Future
Jurassic Park: Lost World

K = 1 1

Kelly Slater's Pro Surfer
Kessen 2
Kingdom Hearts
Knockout Kings 2002
Koudelka

L = 1 2

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Legacy of Kain
Legaia: Duel Saga
Legend of Zelda
Legends of Wrestling
LMA Manager 2001
LMA Manager 2002
LMA Manager 2003
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lost Kingdoms
Lotus Challenge
Louvre: The Final Curse
Luigi's Mansion

M = 1 3

Mafia
Mario Sunshine
Martian Gothic
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor
Medal of Honor Front.
Medal of Honor Underg.
Medal of Honor: All. Ass.
Medieval: Total War
MediEvil
MediEvil 2
Men In Black 2 Alien Esc.
Metal Gear Solid
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Minority Report
Monkey Island (Escape)
Monsters Inc
Mortal Kombat 4
Mortal Kombat Trilogy
Moto GP 2
Mummy Returns
MX 2002

N = 1 4

Necronomicon
Need for Speed H.Purs.2
Nightfire
No-One Lives Forever

O = 1 5

Oddworld: M's Oddysee
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback

P = 1 6

Parasite Eve 2
Perfect Dark
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Populous the Beginning
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Eden
Project Gotham Racing
Project Zero

Q = 1 7

Quantum Redshift

R = 1 8

Rainbow Six
Rallisport Challenge
Ratchet and Clank
Rayman
Rayman 2
Ready 2 Rumble 2
Red Faction
Red Faction 2
Res. Evil: Code Veronica
Res.Evil: C. Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Robot Wars
Robotech: Battlecry
Rocky
Rogue Leader
Rogue Spear
Roller Coaster Tycoon
RollerCoaster Tycoon II
Rumble Racing
Rune: Viking Warlord

S = 1 9

S Palmer's Snowboarder
Scooby Doo: 100 Frights
Sega GT 2002
Severance: Bl of Dark.
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadowman
Silent Hill
Silent Hill 2
Silent Hill 2: Inner Fears
Sim City 2000
Sim City 3000
Simpsons Wrestling
Simpsons: Road Rage
Sims
Sims on Holiday
Sims: Unleashed
Smackdown
Smackdown 2
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smugglers Run
Soldier of Fortune
Sonic Adventure
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
Soviet Strike
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spiderman The Movie
Splinter Cell
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Spyro: Ent.the Dragonfly
SSX Tricky
Star Trek: Elite Force
Star Wars - Obi Wan
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: J. Knight 2
Star Wars: Phantom M.
Star Wars: Rogue Leader
Star Wars: Star Fighter
Starfox Adventures
State of Emergency
Street Hoops
Stuntman
Sudden Strike 2
Summoner
Summoner 2
Super Mario Advance 2
Super Mario Sunshine
Super Smash Bros Melee
Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 2 0

Technomage
Tekken 2
Tekken 3
Tekken 4
Terminator: Dawn of Fate
The Fellowship Of Ring
The Italian Job
The Thing
The Two Towers
The World is not Enough
Theme Hospital
Theme Park World
This is Football 2002
This is Football 2003
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Splitters
Time Splitters 2
TOCA Race Driver
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's 4
Tony Hawk's S'boarding
Top Gun: Combat Zones
Total Club Manager 2003
Toy Story 2
Tunguska
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Unreal Tournament

V = 2 2

Vagrant Story
Vampire Night
Vanishing Point
Vice City, G.T.A.
V-Rally 3

W = 2 3

Warcraft 3: R. of Chaos
Wipeout Fusion
World is not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wreckless: Yakuza Miss.
Wu Tang:Taste the Pain
WWE Smackdown! J.B.I.
WWE Smackdown! SYM
WWE Wrestlemania X8
WWF Raw
WWF Smackdown 2
WWF Smackdown! J.B.I.

X = 2 4

X Men Mutant Academy2
X-Men: Next Dimension
Xtreme G3

Y = 2 5

YuGiOh! Dual Monsters

Z = 2 6

Zelda
Zelda: Links Awake. DX
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

0-9 = 2 7

007 Agent Under Fire
007 Nightfire

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